2022
INFORMATION AND FORECAST

Information from the Conseil des guildes
May 2022

In the event of differences between the English and French versions of this document, the French text shall take precedence.

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SUMMARY

Planned Restart of Activities and the Geopolitical Game

Activities will begin again with the May 7th military campaign and the geopolitical game will be completely restarted for the Grande Bataille season. Revenues will be paid and you will be able to invest in the geopolitical game as early as the Bataille 1022 following the rules that will be announced soon. Some game elements or mechanics will be removed or improved and the rules as a whole will be simplified.

More information is available in the **"Game and Immersion"** section of this document.

Our Values

The Duché de Bicolline is founded on seven cardinal values that guide its actions: cooperation, sustainable development, game ethics, involvement, inclusion, respect, and civic responsibility. These values guide us in our development and in the development of all our activities and events.

Cooperation

We are all part of a recognized, established, and accepted relationship that includes different groups and individuals. This relationship is the key driver for support, safety, and integration. Participants must be able to rely on each other when needed.

Sustainability

Our community must respect the environment. We are committed to limiting our impact on the site and its natural resources. We must also ensure a healthy living environment to other participants by maintaining the site itself and respecting each other's living spaces.

Game Ethics

The Duché de Bicolline is a recreational activity that requires fairplay and the respect of various rules. Whether it is during combat activities, in the virtual geopolitical game or under any other form, participants must respect the rules of the game and their essence. *Grandis ta nature, ce n'est qu'un jeu.*

Involvement

The creative effort put forward by participants enriches the Duché de Bicolline. It is important that participants continue to get involved and put their person, their ideas, or their art to the service of a common objective: refining and improving the game.

Inclusion

Since participants that partake in the Duché de Bicolline's activities are involved in a process that directly influences their experience, elements of personal distinction cannot be used to discriminate against them.

Respect

Roleplaying is not an excuse for neglecting the well-being of others. Each participant has the right to the respect of his/her physical, psychological, and moral integrity, whether it is "in game" or not. Under no circumstances can a participant contravene municipal, provincial, or national laws.

The Duché de Bicolline asks participants to leave their modern political and religious convictions outside the site to immerse themselves fully in an entertaining and fantastical universe. The Duché de Bicolline will not tolerate any hateful signs.

Civic Responsibility

The reality of life at the Duché de Bicolline must be considered. We are all responsible for the well-being of everyone who participates in the Duché de Bicolline's activities. Respect for tranquility and the right to celebrate must coexist harmoniously. It is every participant's duty to encourage proper conduct and to report incivilities. Participants must do more than simply denounce any lack of respect: they must also adopt attitudes that promote savoir-vivre and preserve harmony within the community.

Our Sexual Violence Prevention and Management Policy

The collective awareness experienced in the last few years following the denunciation of sexual violence has shown us beyond any doubt that no environment, no matter how positive it may be, is safe from the throes of this devastating problem.

We have always wanted to make the Duché de Bicolline a safe place for everyone and it is inconceivable that our participants would not have a tool to guarantee their moral and physical integrity. If we, as a community, wish to ensure a positive and safe environment in which everyone can flourish without fear, a strong and definitive gesture had to be made.

The very nature of our event can sometimes make the line of acceptability unclear. We are aware of this fact and this is why our position had to be all the more firm and clear. Intoxication or wearing a costume and playing a character do not make any form of sexual harassment or violence acceptable.

Our community has reached a sufficient stage of maturity to be able to embody an array of characters, each more colorful than the next, with multiple interests,

questionable morals, and divergent aspirations, without compromising anyone's safety or integrity.

The Duché de Bicolline introduced its *Sexual Violence Prevention and Management Policy* in the summer of 2021. Everyone in the community is encouraged to read it. It officially came into effect upon its publication and is in line with the values that define the Duché de Bicolline, which are respect, civic responsibility, involvement, inclusion, cooperation, game ethics, and sustainability.

Thus, the Duché de Bicolline is committed to:

- Promoting respect between individuals;
- Preserving the dignity of all involved persons, be they complainants, alleged offenders, or others;
- Protecting the physical and psychological integrity of all participants;
- Promoting a safe and harmonious playing environment.

The Duché de Bicolline would like to thank the committee members and external experts who participated in the drafting of this essential policy. The value of their involvement in this ad hoc committee over the past several months has been invaluable and essential.

CALENDARS FOR THE 2022 SEASON

Game Schedule

For the 2022 season, the Duché de Bicolline is offering a series of varied activities and events in a collective universe where everyone can immerse themselves fully while respecting their sensibilities and interests. It should be noted that if the activities cannot take place, all the reserved dates will become leisure days (*journées de villégiature*) accessible to owners who have a leased building (assignees).

2022
Game Schedule

Duché de BICOLLINE

Avril 2022

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Juillet 2022

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Août 2022

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Octobre 2022

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Novembre 2022

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Décembre 2022

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Bal Pourpre	
Campagne et ducasse	Pré-montage
Scénario	Arrivée hâtive GB
Soirée thématique	Bataille

Military Campaigns and Ducasses

Military campaigns feature tactical war games where regions with strong guilds face off against rivals in a variety of combat scenarios. Capture of control points, safe-conducts, defense of the fort, each game is different and strategy and tactics must be combined to win! The stakes are high since these battles have a direct impact on the Duché de Bicolline's geopolitical game.

After a great day of combat on the field, the Ducasses are a time for celebration and camaraderie. Each campaign is followed by an evening in our tavern that brings together the warriors of that day as well as other participants and friends who come and join them for an evening of festivities. Although everyone is invited to roleplay and negotiate, the Ducasse is mainly a social event where players can strengthen their ties with the community after a long day of fighting.

- May 7th – Military campaign : La bataille des monts de Chkôl
- June 25th – Military campaign
- July 16th – Military campaign
- September 17th – Special campaign (plunder)
- October 15th – Military campaign
- November 5th – Military campaign

Thematic Evenings

Thematic evenings will transport you to a unique setting that features the various inns, taverns, and cabarets that are part of the Duché de Bicolline's universe, such as the Auberge du Cap Noir, Damahur's gambling den, and the Baron de Harcourt's famous manor. For the occasion, the Auberge de Bicolline will be transformed to immerse you in these different places that each have their own personality.

- November 19th – Tripot du Damahur

Scenarios

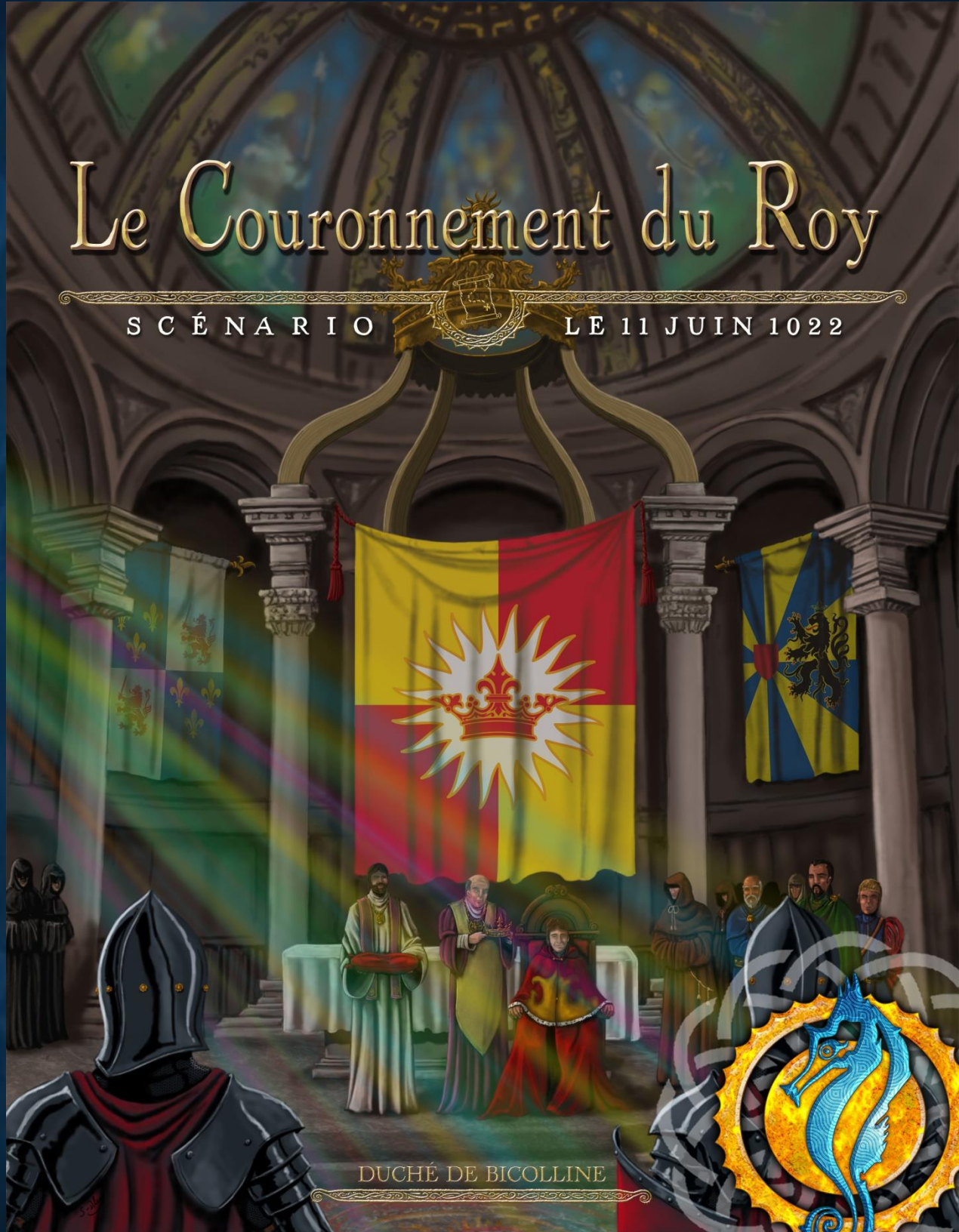
Scenarios will immerse you in fantasy adventures! These scenarios are immersive events that last anywhere between 12 and 36 hours. Adapted and customized for the participants taking part in these events, the scenarios can be built for a group, a guild of novice players, or veterans.

- June 11th – Le couronnement du Roy
- September 24th and 25th – Lune sombre : Ne m'oubliez pas
- October 8th and 9th – Testament maudit: Retournez à la vallée des damnés

Le couronnement du Roy

The House of Claircastel has an unbroken bloodline that has ruled Andore for more than three hundred years, stringing together legendary rulers adorned with blissful epithets. Their deeds, of bravery as well as of love, have undoubtedly painted the history of the Terres du Centre.

On the eve of the summer solstice, the sixteen year old Crown Prince Myriam comes of age. His forehead will be girded with the heavy crown of his late father, King Solar. Will he be able to fill the golden sandals of his progenitor?

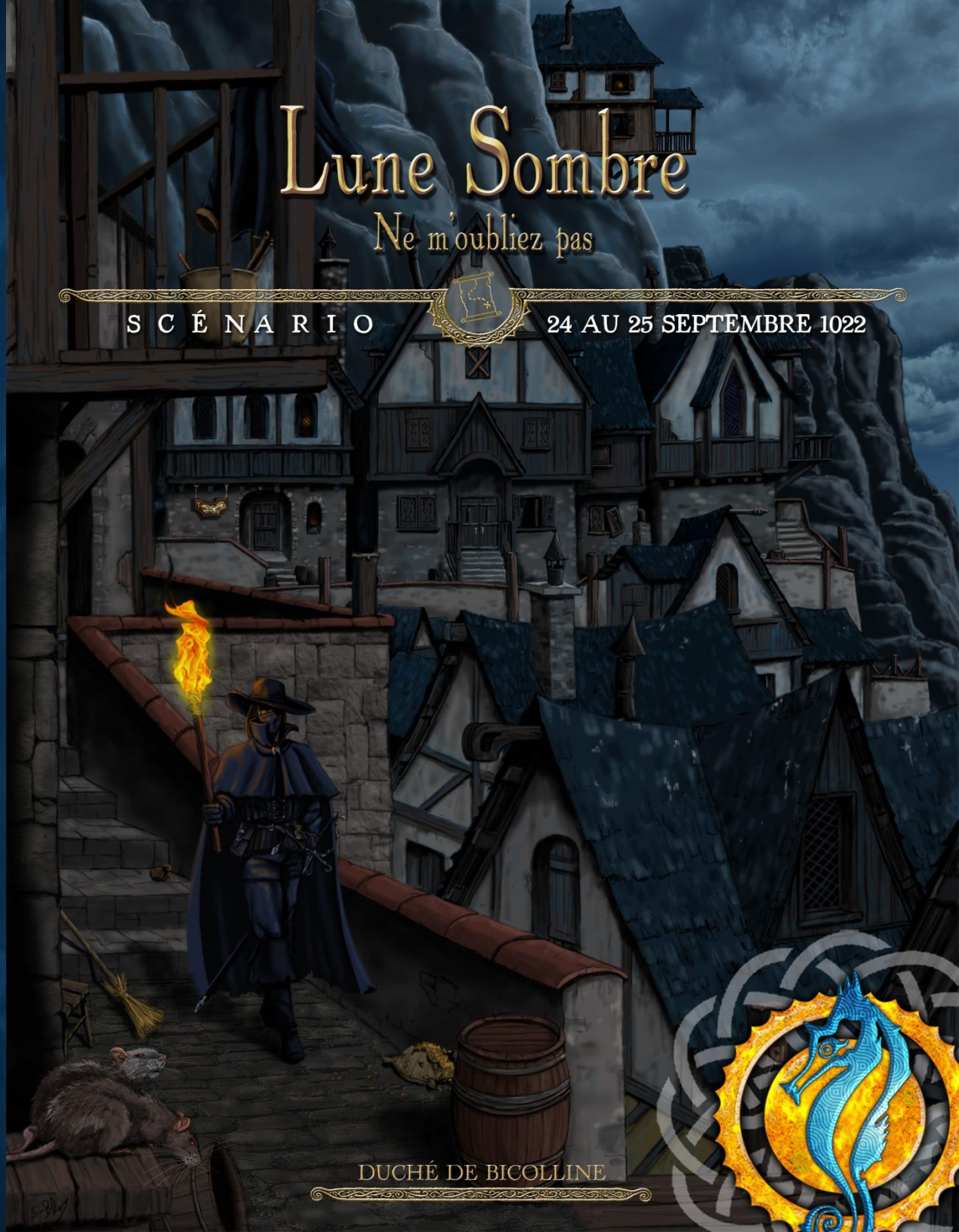


Lune sombre

Cap Noir...

Once the hub of underworld dealings, the infamous locale was decimated by the pandemic. The few who refused to flee died in pain. And yet, activity never died out completely.

Now, it is rumored that whispered dealings are slowly taking form, motivating some organizations to undertake excursions to ensure they hear the echoes better.



Testament maudit

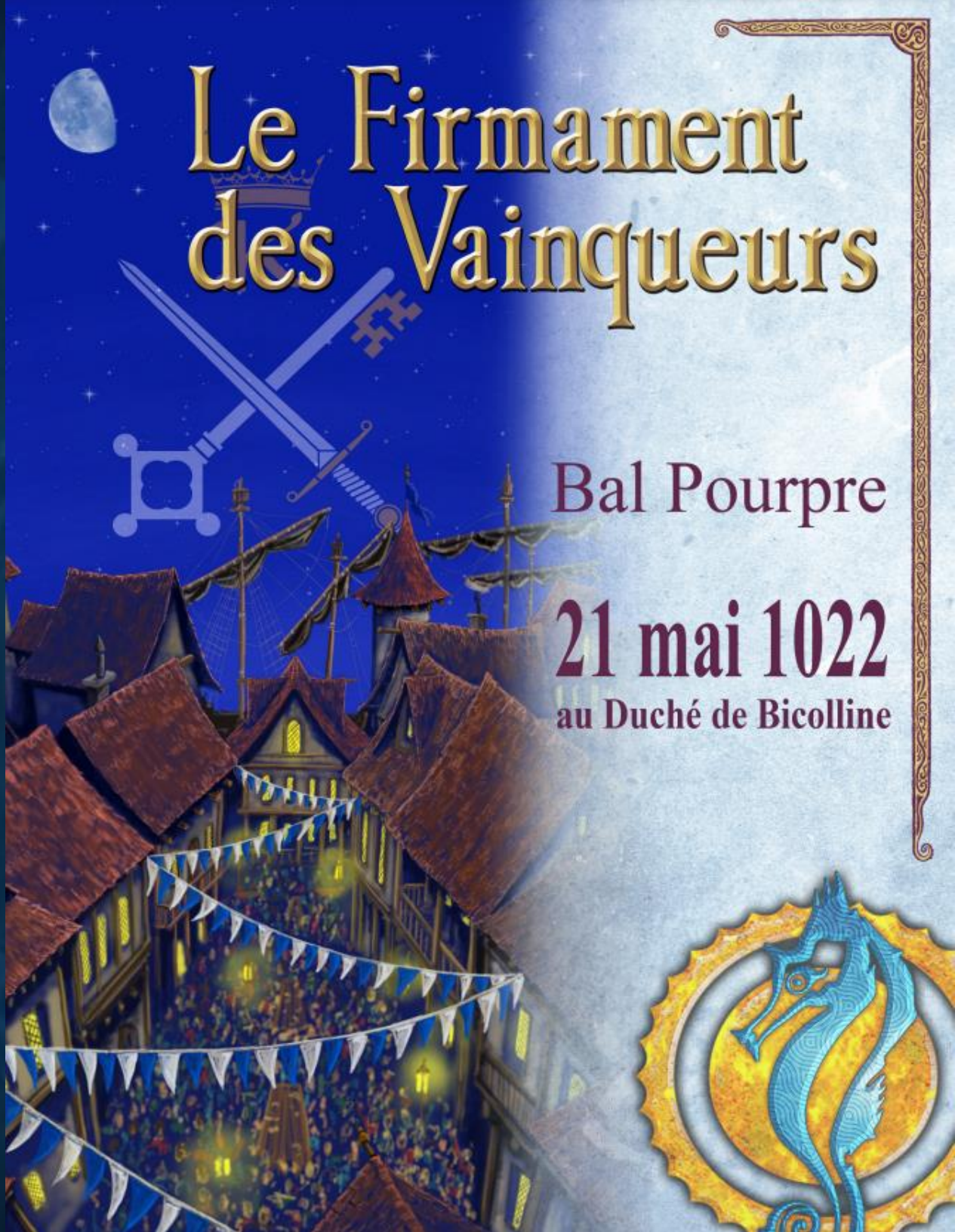
The master of the City is dead. But how? This is a secret that some wish to possess. And the opportunity may present itself, as chatter has spread across the continent, inviting his heirs to go to the valley of the damned to claim their due. To each his own: to claim his legacy, to plunder the riches, to control the place, to acquire lost knowledge, etc.

However, all these suitors would be wise to remember that this place remains one of the most evil in the world.

Bal Pourpre – Le firmament des vainqueurs

The Tournoi des nations has eased the still raw wound that was the passage of the Great Evil. The many athletic events left muscles sore, but spirits rejuvenated. The Pays de Kafe standard bearers emerged triumphant and are back in their own port of Mokafe to celebrate their victory.

But among the festivities and enthusiasm are also mixed clandestine guests.



A New Location, A New Dynamic

The 1022 Bal Pourpre *Le firmament des vainqueurs* will be held on May 21, 2022 at the Duché de Bicolline directly. This is a major change for this event which was traditionally held indoors and in a controlled environment. For the occasion, the entire commercial sector of the Haute-Ville will be transformed to immerse you completely in Mokafe's great port district. It is important to understand that only this area is accessible during the activity and that part of the success of the event depends on it for the ambiance and atmosphere.

We invite you to support us for this long awaited return to the game. Don't forget your tankards!

Access to the Site

- Site parking and the Registration Office (*Accueil*) will be accessible as of 3:00 p.m.
- The doors to the great port city Mokafe will open at 4:00 p.m.
- Cars will only be admitted on site on Sunday May 22nd at 8:00 a.m. Access to the site before the start of the event will not be possible.
- All participants must have left the site by 4:00 p.m. on Sunday May 22nd.

Access to the Political Greffes and Geopolitical Counter

The Political Greffes (located in the Banque de l'Hippocampe) and the Geopolitical Counter (located in the basement of the Auberge) will be open between 4:00 p.m. and 8:00 p.m. for specific transactions only:

- Changing property titles – Political Greffes.
- Withdrawal from individual virtual chests – Geopolitical Counter. The Online Virtual Chest Withdrawal Form must be completed beforehand.
- Exchange of cards with a black border – Geopolitical Counter.

More information is available in the **"Greffes and Counters"** section of this document.

L'Hippocampe

We're excited to announce that Bal Pourpre attendees will have the opportunity to inaugurate the Hippocampe beer, developed to celebrate our 25th edition of the Bataille de Bicolline! On the following page, we present the label of the cans that will be available at the Marché during the Bal Pourpre.

Special thanks to Les Grands Bois and Le Saint-Graal microbreweries for bringing this collaborative project to fruition. We look forward to raising our glasses to the health of the Hippocampe and the Duché de Bicolline!

473 ML
BIÈRE / BEER

PALE ALE BELGE
L'HIPPOCAMPE

4%
ALC./VOL.

L'HIPPOCAMPE
PALE ALE BELGE

Le Duché de Bicolline est une terre où combat, rêve et magie se côtoient! C'est ici que le temps s'arrête, l'espace d'un jeu qui transcende la réalité. Bienvenue dans cet univers médiéval fantastique accessible à tous et toutes.

C'est une pale ale comme on retrouve en Belgique. Désaltérante, avec une bonne dose de houblons nobles.

L'hippocampe est brassée pour célébrer la 25ième édition de la Bataille de Bicolline par Les Grands Bois et Le Saint-Graal.

L'imaginaire est une ressource inépuisable que Bicolline utilise avec passion pour créer des expériences inoubliables, riches en émotions.

www.bicolline.org

LES GRANDS BOIS MICROBRASSERIE

Brassée par Microbrasserie Les Grands Bois
415, rue Tessier Est, St-Casimir, G0A 3L0

ILLUSTRATION
STEVE HUARD

GARDER AU FRAIS • GARDER AU FRAIS • GARDER AU FRAIS • GARDER AU FRAIS

INDEPENDENT CRAFT BREWERY MICROBRASSERIE INDÉPENDANTE

ALIMENTS PRÉPARÉS AU QUÉBEC

Contient : Orge, Blé.
Contains: Barley, Wheat.

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The 1022 Bataille

Held from August 7 to 14, 2022, the Bataille is an immersive and participatory event in the heart of the largest medieval-fantasy gathering in North America! Let yourself be carried away by the magic of a medieval village and meet unique and colorful characters who gather for seven days of shows, banquets, festivities, tournaments, meetings, games, combat... leading up to an epic battle! Additional information can be found in the **"1022 Bataille"** section of this document.

Assignments (*Cessions*) and Leisure Days (*Journées de villégiature*)

In accordance with the terms of the emphyteutic leases signed by the Duché de Bicolline and the assignees (*cessionnaires*), the Duché de Bicolline reserves several dates of access to the site for assignees. Additional leisure days (*journées de villégiature*) allow access to the site for assignees (additional fees will apply).

- As always, it will be necessary to register on our website and complete your payment in advance (if applicable).
- COVID-19: Where applicable, relevant information related to sanitary measures will be found on our website.

We remind you that the transfer of all existing buildings and permanent platforms to emphyteutic leases must be completed by January 1st, 2023.

Additional information on access to the site and assignments is available in the "Site and Assignments (*Cessions*)" section of this document.

Assignments and Leisure Days 2022

Duché de BICOLLINE

Assignees have access to the leisure days by paying the applicable entrance fees. Registration is mandatory and completed via our online shop (under the "Reservation" tab)

Cession
Villégiature

For information:
info@bicolline.org
(819) 532-1755

Janvier 2022

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Février 2022

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Mars 2022

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Avril 2022

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Juin 2022

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Juillet 2022

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Septembre 2022

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Novembre 2022

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Décembre 2022

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Building Maintenance and Closures

Building maintenance and closure dates are open to all building managers, whether they are already on lease or not.

- Registration will be required via our website.
- The scheduled dates are **Sunday, October 16** and **Sunday, November 6**.

Maintenance Bees (*Corvées*)

A series of maintenance bee dates will be dedicated to landscaping work and workshops for the patina of accessories that will adorn our future game buildings. These bees are open to all who wish to come and give us a hand.

- It will be necessary to register in advance by writing to info@bicolline.org.
- The guilds that come to the forestry bees will be able to get the number of cords of wood they need to replenish their stockpile.
- **The first bee is scheduled for Saturday, June 4**: this is an important date to ensure maintenance of the site for the 1022 Bataille.
- Other dates will be announced during the season.

Camps légendaires

The Camps légendaires summer camp is back on the grounds of the Duché de Bicolline for an eighth year. For the June 25 and July 16 military campaigns, assignees are allowed to arrive the day before the event starting at 6:30 p.m. and must have left the site by noon on the Sunday following the event to make room for the Camps légendaires teams.

Les Camps Légendaires

Summer Schedule 2022

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Mai 2022						
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Juillet 2022						
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Octobre 2022						
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Novembre 2022						
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Décembre 2022						
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SITE AND ASSIGNMENTS (*CESSIONS*)

Meeting with Assignees

We have selected **Saturday, October 22, 2022** for a meeting with assignees (*cessionaires*) to review upcoming developments, applicable regulations, and new developments. We would also like to hold discussions, answer your questions and receive your suggestions and comments regarding the assignments.

The meeting will be limited to one owner per leased building. As October 22 falls on a reserved assignment date, you will be able to stay in your building during the weekend.

Details will be communicated directly by email at the end of the summer to the person identified in our files as the one responsible for the leased building.

Legal Status Update for Existing Buildings and Permanent Platforms

The following documents have already been sent to those involved and cover the assignment and lease of all old buildings and the Duché de Bicolline's policy on permanent platforms:

- A – Information on Cession Leases;
- B – Appendix-1;
- C – Appendix-2.

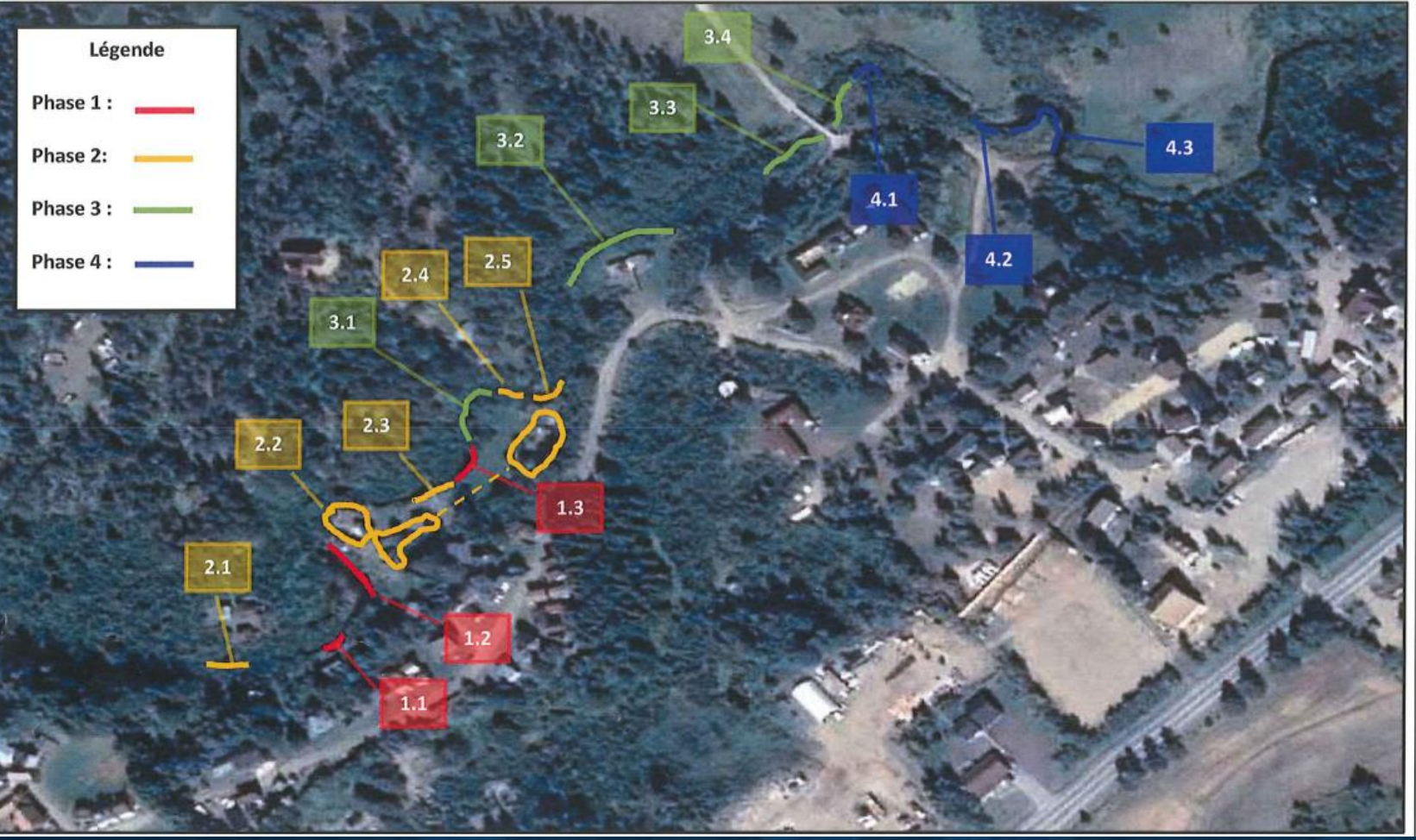
We remind you that the process of putting existing buildings on assignment/lease must be completed by January 1, 2023.

Souris River Bank Stabilization

When the assignment document was first published, we asked those responsible for the buildings located in the Basse-Ville and in the Vallée des elfes to wait for our directives before starting the assignment process because we were taking steps to revitalize the banks of the Souris River at these locations.

We confirm that this is now complete. Those responsible for these areas can therefore refer to the assignment document and send us the corresponding appendices. The important information for these sectors is as follows:

- After each edition of the Bataille de Bicolline, all ashes must be removed from the campfires.
- Any and all items that are likely to be washed away by water should be cleared from underneath the buildings and surrounding areas.
- It is strongly suggested that buildings in Basse-Ville be set on piles since regulations do not permit any reconstruction if the building is washed away (this is the only case in which reconstruction is not possible in this area).
- Vegetation can't be cut or removed along the river.



Duché de BICOLLINE

Stabilisation de rives

-

En 4 phases

GROUPE AIM
SOLUTIONS FAUNIQUES

The revitalization and stabilization of the riverbanks will take place in four phases:

1. Stone riprap and geotextile membrane stabilization with the addition of vegetation fascines in areas where there is significant erosion.
2. Stabilization of the areas under existing buildings in the Basse-Ville using geotextile membranes and adding natural river stones and pebbles.
3. Planting of native trees and shrubs to favor stabilization.
4. Improvement and development of accesses to the river.

Start of the Electrical Connection Process for Buildings in 2023-2024

As soon as all the buildings are on assignment, the Duché de Bicolline will be able to progressively supply those who wish it with an electrical connection giving access to 12 volts. This is to meet several needs, including ensuring better fire safety by reducing open flames, facilitating access to certain medical items requiring an electrical connection (CPAP machine, for example), recharging cell phones (as we can no longer live without them!), etc. Additional information on this subject will be revealed at the Meeting with Assignees on October 22, 2022.

Sanitary Facilities in the Faubourg

During the 1022 Bataille, the Vieille Ville will be serviced by temporary sanitary facilities consisting of showers and chemical toilets. The showers will operate on the same shower card system as the Auberge sanitary facilities. These temporary facilities will be located between the Faubourg and the Cité, across from the historic house.

Requests for New Constructions

Having received a high number of construction requests since 2020, we will first accompany the applicants who have already come forward so that the requests can be addressed. We will then work on a development plan for the new sectors before re-launching the possibility of submitting a construction request at the Duché de Bicolline.

Requests Received in 2020-2021

All requests that were received in 2020 and 2021 are being processed. The first construction permits will be issued at the beginning of the season (May) for the applications that are complete. Some of this construction can be completed before the 1022 Bataille and the rest will have to start after this event.

Requests Received in 2022

New requests received in 2022 will be analyzed for possible construction in 2023-2024. No other new construction applications submitted in 2022 will be considered.

Planning of New Areas and Sectors

We are working on the development of new areas as well as the improvement of existing areas.

The new districts will be developed according to specific themes. These areas will be developed and built by the Duché de Bicolline as a whole and the buildings will then be put up for sale and put on assignment. Interested participants will be able to reserve the building they want from the site plan and become the owner of it through an emphyteutic lease. The Duché de Bicolline will prioritize this approach for the years to come.

The first three areas we are working on are:

- La Ruelle;
- L'Avant-poste;
- La Bourgade.

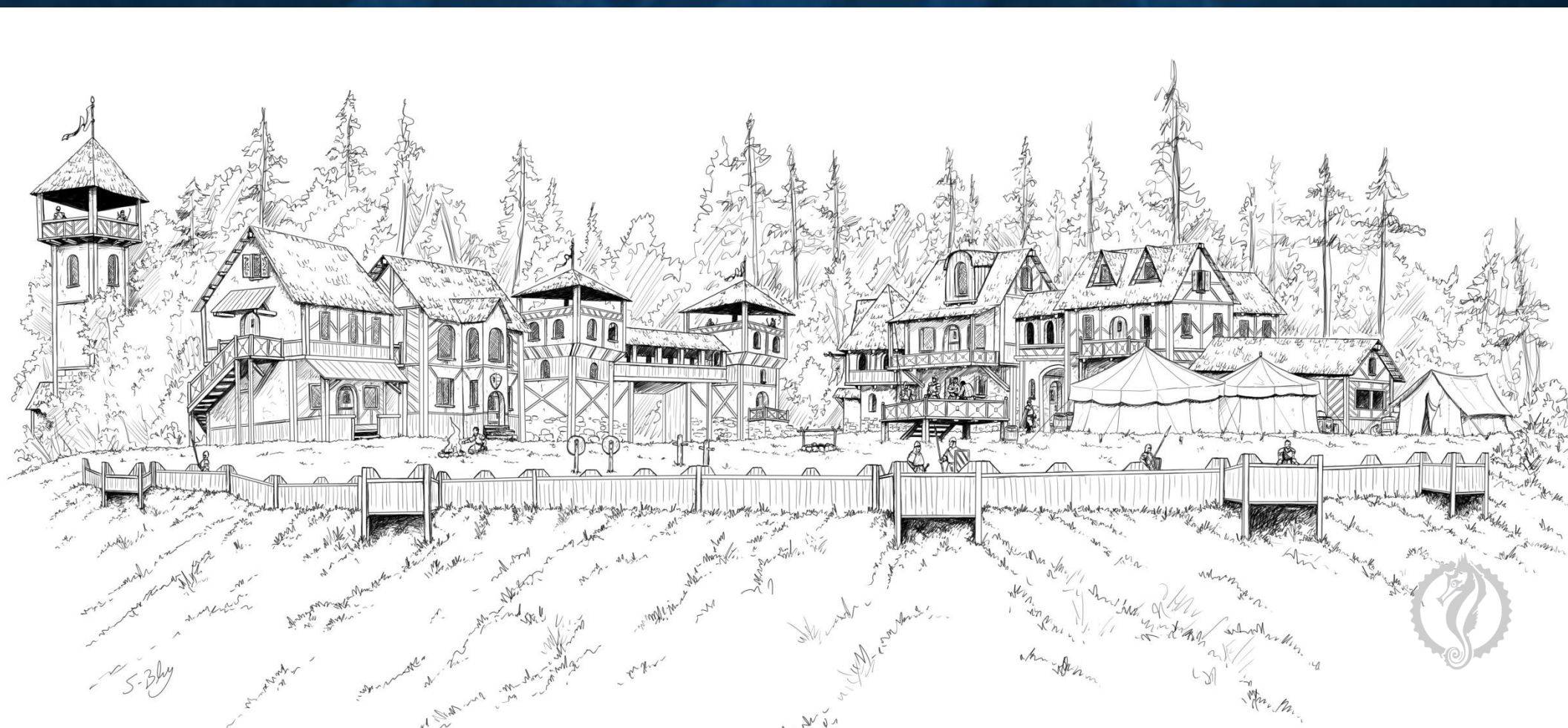
La Ruelle

Connecting the Plaine du monastère to the road below that runs along the river, La Ruelle is composed of a dozen buildings with adjoining walls, built two or three stories high. The tasteful exterior finish of stone, plaster, and half-timber work gives an authentic look and a unique ambiance to this area.

Those interested in several adjacent buildings can customize certain elements during construction (interior circulation, creation of a large common room, etc.).

L'AVANT-POSTE

Set on the dominant ridge of the Plaine du totem, this series of buildings with fortified entrances form the Bourgade's outpost. The atmosphere of a garrison post is intended with areas for pavilions and training grounds. Roads will provide access to these new areas. Approximately ten sites are planned.



La Bourgade

This grouping of smaller cabins, designed for two to four people, forms the new sector called La Bourgade. Developed on the plain of the former barbarian camp, this sector will be serviced by a road and will also be linked to the Avant-poste sector by a pedestrian path. Approximately fifteen sites are planned.

Improvements to Existing Districts

Quartier marchand

The Duché de Bicolline is proud to welcome prominent businesses in the roleplaying and medieval immersion market directly on its site. The Quartier marchand is subject to a significant improvement: all merchant buildings will be connected to electricity and network cable to facilitate their service.

The Duché de Bicolline's market, a popular venue during the Bataille, will also be expanded in the course of the coming year to better serve you!

Chemin des Roseaux

A new path now connects the Quartier romain and the Vallée de Fer de Lance to the Haute-Ville, facilitating access to these areas and creating a secondary axis of circulation in the Duché de Bicolline. In addition to its original function, this new road shapes in a very appealing manner possible movements during our campaign and adventure scenarios.

La Tonnellerie

The construction of La Tonnellerie remains a priority so that it can be completed as soon as possible.

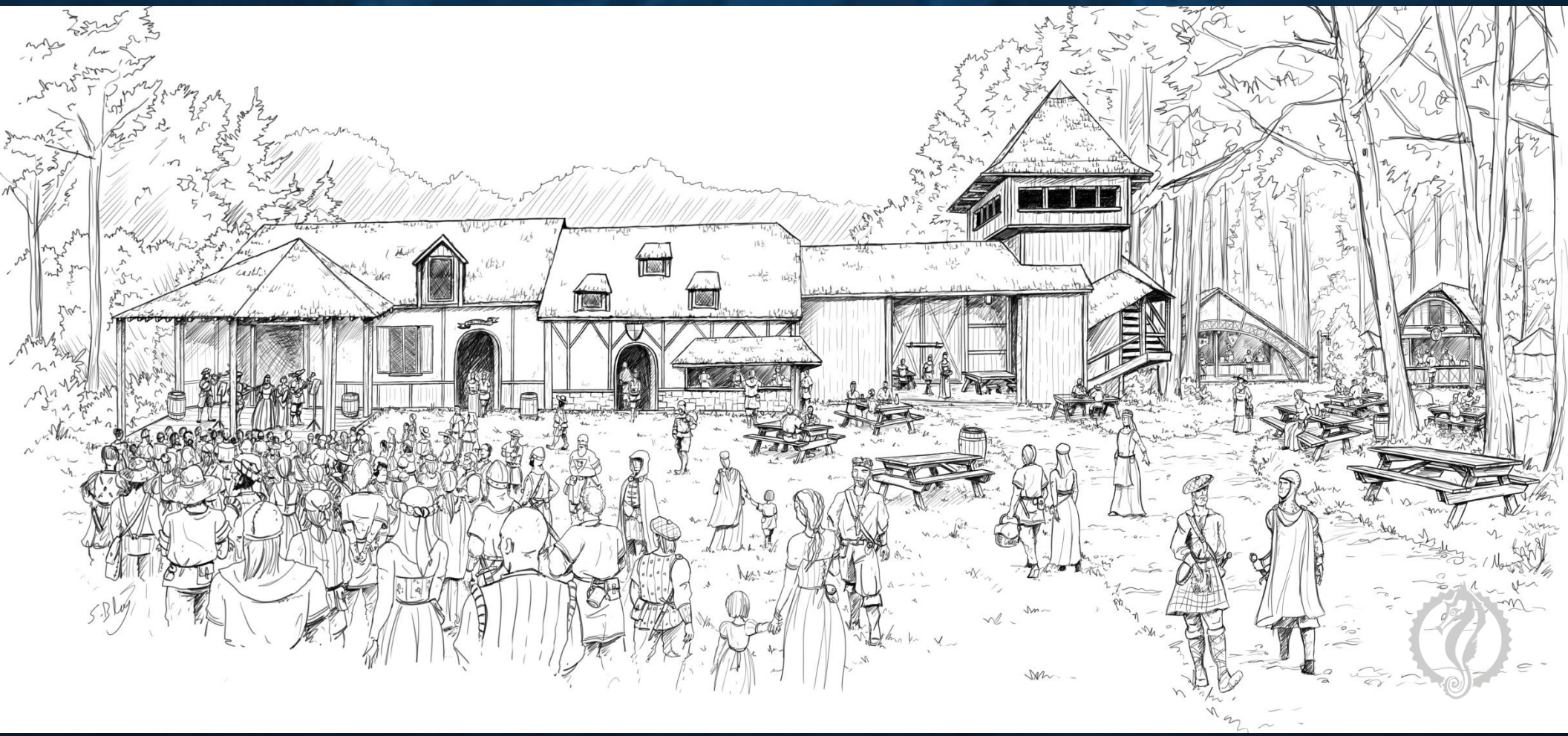
This building will be composed of a large common room and additional accommodation capacity to better service our activities.

Bâtiment de Réunion

Duché de Bicolline

Vieille taverne

The legendary Vieille taverne will officially be closing this year. The bar will still be available under a large pavillion during the Bataille de Bicolline to welcome you one last time before the new construction begins!



Grandes archives

The first game building to be built will be the Grand archives library: construction will begin this fall and the building will be available for the 2023 Bataille de Bicolline. Maintained by the Guardians of the Archives, this facility will collect hundreds of books, manuscripts, correspondence, artifacts, and artwork from our game world. The entire community is invited to contribute to its contents in order to preserve this wealth of material fueled by our common passion.

GAME AND IMMERSION

Principles and Objectives Inspired by the Duché de Bicolline's Mission

The Duché de Bicolline allows you to be the living embodiment of our collective imagination and to live it fully in a unique place that transcends reality.

The Duché de Bicolline is above all...

- An accessible and inclusive game for all;
- A game that puts human relationships at the forefront;
- A game that encourages participant's creativity and involvement;
- An international game that builds bridges between different communities;
- A game that rests on and is intimately linked to the Duché de Bicolline's physical site;
- A game that encourages creating bonds and solidarity within its community;
- A game that is made to give and enjoy good times above all.

New Game Organizational Culture

2020 and 2021 were two years of contemplation that allowed us to reflect on how the geopolitical game was managed. A new organizational culture for the game, which focuses on collegiality and constructive exchanges, was developed to enrich the game as a whole. This new culture is designed to involve more people and members of the community through committees that will oversee not only the game's direction, management, and rules, but also its implementation on the ground through the game masters and their teams.

It is important that the game be more organic in its operational structure and that it can benefit from the richness, ingenuity, and maturity of a gaming community like ours in terms of its input and creativity. An overview of each committee in the following organizational chart and more detailed information on the roles and responsibilities of each committee are available here (in French only for the moment – the English version will be published later in 2022).

We are convinced that the Duché de Bicolline offers a unique immersive experience and we believe that together we can ensure that our passion is and remains the game of all games.

Vision et direction du jeu
Équipe de gestion du jeu
Comité consultatif
Maître de jeu
Maître de jeu
Maître de jeu
Maître de jeu
Maître de jeu
Bâtiments
Bâtiments
Bâtiments
Bâtiments
Bâtiments
Activités
Activités
Activités
Activités
Activités
Comité Terrain et activités
Comité Archives historiques

Vision and Direction of the Game Committee

Vision and Direction

Ensure participants are the living embodiment of our collective imagination and live it fully in a unique place that transcends reality.

Mandate and Major Areas of Influence

Located at the top of the organizational chart, the Vision and Direction of the Game Committee (*Comité Vision et direction du jeu*) has the task of coordinating the work of the various teams involved in the management of the game and also of ensuring the coherence of the committees' interventions with the Duché de Bicolline's vision and main mission. This committee ensures that the game's ethics and vision remain aligned with the principles and objectives inspired by the Duché de Bicolline's mission.

Game Management Team

Vision and Direction

Ensure the management of the geopolitical game as a whole and the smooth running of the counters, greffes, and other service points.

Mandate and Major Areas of Influence

A game of this magnitude requires rigorous management to ensure its maintenance, coherence, and development. The Game Management Team (*Équipe de gestion du jeu*) operates the largely invisible mechanics behind the scenes of our game. It also ensures the smooth operation of the various counters, greffes, and all other service points requiring interaction between participants and the virtual platform. The Game Management Team will therefore be called upon to collaborate regularly with the various committees involved in the geopolitical game.

Advisory Committee

Vision and Direction

Act as resource persons for the rules of the geopolitical game: integration, balancing, clarifications, and considerations.

Mandate and Major Areas of Influence

The Advisory Committee (*Comité consultatif*) was established to address the growing needs associated with understanding and applying the rules of our geopolitical game. This facet of our universe is unique in the world: no immersive game has ever attempted to merge two distinct entities, combining the actions of a participant directly on the field and in a virtual universe. The Duché de Bicolline's game, as it is today, is the result of 25 years of development, adjustments, and management.

This work is monumental; the balancing of the rules of the game is a work in progress that must be undertaken continually to maintain the initial vision of the Duché de Bicolline’s universe.

Game Masters

Vision and Direction

To give life to our imagination and to implement the ideas and proposals brought forth by participants to create connections that enrich the game as a whole.

Mandate and Major Areas of Influence

The game masters (*maîtres de jeu*) are the ones who bring our collective imagination to life, shaping the ideas and intrigues put forward by the community. They are attentive to the participants' assorted sensibilities in order to build relationships that enrich the game. They are responsible for the contact with the participants. They work in collegiality and consult with each other: they are, after all, at the service of the same game.

Each game master will be responsible for one or more spheres of our game, which will mature and evolve under their stewardship. They write the main storylines of our universe and breathe life into them through the activities and events they develop with their respective teams. They also take care of completing existing plots. The game masters also have the mandate to produce a fixed number of activities during the year which represents our in-game event schedule for the year.

Field and Activities Committee

Vision and Direction

Manage all aspects inherent to the organization of a war game that conforms to the Duché de Bicolline's standards.

Mandate and Major Areas of Influence

Before each war activity organized by the Duché de Bicolline, the Field and Activities Committee (*Comité Terrain et activités*) members are responsible for determining the game mechanics that will be used during the day, planning and running the activity, and recruiting the marshals. When the war is in full swing, the presence of the committee is essential to ensure the smooth running of the activity.

Historical Archives Committee

Vision and Direction

Highlight the richness of the Duché de Bicolline universe and its historical heritage, initiated by the organization and developed by the community over the years.

Mandate and Major Areas of Influence

The Historical Archives Committee (*Comité Archives historiques*) seeks to encourage the integration and availability of historical knowledge within the community to provide a rich and comprehensive view of our ever-changing fantasy universe that has been evolving for over 25 years.

The committee ensures that each region of the world is rich in stories and history. It must have an inclusive posture towards the creativity of the community, but also ensure continuity and coherence with the history of the universe as we know it. The committee therefore makes sure that the outstanding stories, tales, and legends emanating from the community, scriptwriters, or former game masters of the Duché de Bicolline find an echo and are collected, listed, and disseminated within the regional compendiums or filed in the Grandes archives (physical building).

Buildings

In-game buildings dedicated to our universe will gradually appear in the coming years. They will physically anchor the different spheres that make up the game, becoming landmarks and points of interest for participants who will find a multitude of books, information, and objects of primary interest there. These buildings will also serve as prime scenic locations during the scenarios and adventures that take place in the Duché de Bicolline.

Compendiums

Regional Compendiums

Developed by the Historical Archives Committee, the regional compendiums will be dedicated to the development of the Monde de l'Hippocampe and to the knowledge and traditions surrounding the different regions that define it. Including maps, stories, and legends, these compendiums aim to share the lore and creativity of all those who have participated in the realization of our wildest dreams.

Geopolitical Rulebook and Sphere Compendiums

Started a few months ago, the review and update of the geopolitical rules will soon result in a new version of the geopolitical game which focuses on streamlining the current rules. Presented in an accessible basic rulebook, the geopolitical game will also be expanded upon and completed by ten illustrated compendiums covering the game's multiple spheres.

Progressive Return to the Field and Geopolitical Game

Adjustments and simplifications of the whole geopolitical game were necessary, as much for the management of the game itself as for its application. The pandemic put a sudden stop to our activities and did not spare the cycle of seasons of our geopolitical game. The Duché de Bicolline has therefore taken advantage of this forced pause to review its entire game structure and the improvements that could be made.

A large part of the work has been completed and many of the objectives have been achieved:

- A new structure for the game's organization divided among several committees and based on constructive exchanges and collegiality.
- A new team of game masters who work together with the other committees to bring our collective imagination to life.
- An improvement of the field game (*jeu terrain*), notably through the production of game material as well as the elaboration and development of future buildings.
- The revision of the geopolitical rules and the creation of new spheres.

The challenge is daunting, but well under way and very motivating. Changes are obviously to be expected and a transition period will also be necessary so that this new way of working is well integrated into our DNA.

Below are some of the major directions we are taking. The work continues and we will keep you informed of the progress that affects this game and this universe that inspires us.

Consequences of the Pandemic on the State of the Geopolitical Game

The shutdown of the game since February 2020 and the reform of the geopolitical rules require that all banners present on the geopolitical game be dissolved.

The Game Management Team is very aware that this has a major impact on several actions that were ongoing at the time the pandemic decimated the Monde de l'Hippocampe. The Game Management Team will be contacting as many of the affected groups as possible to discuss and find a resolution that is acceptable to all parties involved, including the owners of domains that were occupied by a military banner at the time of the shutdown.

It is also possible for you to contact the Game Management Team by email at gestion.jeu@bicolline.org to express your position on certain actions you had taken. If you choose to take advantage of this option, please use respectful language and tone.

The contents of the banners currently active in the geopolitical game will be deposited in the (virtual) coffer of their owner at the beginning of the Grande Bataille season. If the banner owner requests to withdraw their (virtual) coffer for the Bataille, the contents of the banners will be automatically included in the withdrawal request.

Importance of Guilds

The Duché de Bicolline refocuses the geopolitical game around guilds rather than individuals. Indeed, guilds have always influenced the geopolitics of our world, the commercial groupings, the military alliances, the naval coalitions, the political orientations and decisions. Moreover, the management of all the coffers and actions of individual participants had become too complex over the years.

This direction is desired and supported by the Duché de Bicolline since its foundation: guilds are an important element that has made the strength, the specificity and the reputation of our immersive game.

In other words, this means that geopolitical actions will now be in the name of a guild and not of an individual. It also means that participants' individual (virtual) coffers will be merged with those of their respective guilds to distribute the annual revenues during the Bataille.

This decision does not affect participants who have individual titles in the geopolitical game (titles of nobility, titles associated with learning magic or the occult, faith titles, Wise [*Érudits*], etc.). These participants continue to be clearly identifiable by their titles and adornments, thus contributing to the evolution and richness of the game of games.

In order to facilitate this change and reduce its impact, participants with or without a guild will be able to withdraw the contents of their individual (virtual) coffer as early as the May 7th military campaign by following these steps:

1. Send a request to withdraw your individual (virtual) assets to the Game Management Team using the Online Virtual Chest Withdrawal Form.
2. Once confirmation is received, go to the Geopolitical Counter during operating hours (basement of the Auberge) with a valid photo ID.

Removal of Certain Banners from the Geopolitical Game

Since guilds will be the basic unit of operation in the geopolitical game, the banners which were formerly associated with individuals will be withdrawn according to directives which will be specified soon. This especially concerns the following types of banners: seigneurial, regional, ducal, faith, occult, etc.

The content of this type of banner currently active in the geopolitical game will be deposited in the (virtual) coffer of their owner at the beginning of the Grande Bataille season. If the banner owner makes a request to withdraw the contents of their virtual coffer for the Bataille, the contents of the banners will automatically be included in the withdrawal request.

Importance of Notoriety

Notoriety is a determining element when evaluating the power of a guild in the geopolitical game, but the difficulty to acquire it has sometimes been a major challenge to many groups. The mechanics that limited the gains of notoriety are therefore revised and new rules allowing a better representation of a guild's field presences in the geopolitical game will be implemented.

This new way forward will allow guilds that accumulate a lot of field presences and stand out in various activities and large quests to enjoy a better representation in the geopolitical game.

This includes, but is not limited to, the following mechanics:

- **Second characters** – Second characters will be removed from the game altogether. There will be only one type of membership card. More details are available in the **"Membership Card"** section of this document.
- **Merger of Guilds** – The Duché de Bicolline will offer the possibility to merge guilds in order to take full advantage of the new mechanics related to the accumulation of notoriety. If two guilds decide to merge, the remaining guild will get 50% of the notoriety points and field presences of the other guild which is then dissolved. The associated characters will also be automatically transferred to the remaining guild. This possibility will only be available during the transition period, which will be detailed shortly.

- Creation of New Guilds –
  - The creation of a new guild will now have to be done by first filling out the Online Guild Creation Form. A game master will then contact the leader of the new guild to schedule an appointment during the Bataille for a formal guild evaluation and to establish the guild's starting notoriety. This means that new guilds can only be created during the Bataille.
  - The creation of a new guild will now require the support of ten (10) participants and the submission of ten (10) Bataille population cards.
  - The official creation of a new guild grants one (1) seal of the chosen specialization.

Seals

The Duché de Bicolline introduces a new system that will build upon the importance of guilds: seals.

Interactions between guilds are endless, but a holistic view of the game – where the game on the field takes on a whole new dimension – is now necessary. Guild specializations will now be based on the chosen seals and this new mechanic will encourage negotiations between guilds to work on the important quests and actions that will influence the Duché de Bicolline's universe.

Seals become the link between the two facets of our game (the game on the field and the geopolitical game) and increase tenfold the gameplay possibilities and the interactions between guilds. For example, seals could be necessary to obtain certain items, receive privileged access and invitations, or invest in studies or the creation of magic or occult items.

More specifically, seals will be based on the following considerations (amongst others):

- The choice of seals is permanent and defines the specialization of the guild. Additional details on how these choices can be made will follow shortly.
- There are ten (10) types of seals that represent the ten (10) spheres of our game: arts, clandestine, commercial, exploration, faith, magic, maritime, military, occult, and political.
- The seals represent the major actions that guilds can undertake. Depending on the type of action which is chosen, its importance, and the expected result, the seals will be invested for a certain period of time which varies from one season (the seal becomes available to the guild again the season after it is used) to several seasons (in the case of major quests or actions involving several guilds, for example).
- The number of seals available to each guild is based on its notoriety (total notoriety divided by five and then rounded down to the next whole number).

- Each year, each notoriety point of a guild must be maintained by two (2) field presences. If a guild's entire notoriety can't be maintained, some seals will not be put back into play the following year (in decreasing order according to the choices made beforehand).
- When a seal will be used to **perform an action in the geopolitical game**, it must be deposited at the Geopolitical Counter along with the orders and cards necessary to perform the action.
- When a seal will be used to **perform an action in the field** (a ceremony, for example), it will have to be given on the spot to the game master (or their duly authorized representative).

Additional information about this new system will be available in the new *Geopolitical Rulebook* to be published this summer.

New Spheres

The review of the field game and the desire to recognize the contributions of a larger proportion of participants who enliven the Duché de Bicolline's world and our collective imagination have led us to propose new spheres of play. We therefore hope that these few additions or clarifications will allow all those who wish to contribute to the richness and history of our game.

Sphere of the Arts

The sphere of the arts was set up to recognize the numerous artistic performances that have always been held at the Duché de Bicolline by including them in our game.

When an artistic rendition is performed in the field, its impact can now also be transferred to the geopolitical game, either by quantifying the individual accumulation of admirers or by influencing a guild's notoriety.

Maritime Sphere

The ocean – the final frontier.

The maritime sphere obviously encompasses warfare, commerce, and maritime exploration, but its ultimate promise is something else entirely. At the dawn of the second millennium, fearful of being left behind on the shores of progress, nations took advantage of recent technical advances to engage in the frantic construction of armadas. At their service, or on their own behalf, navigators embarked on ever more daring voyages to discover the secrets hidden in the water's surges and swells.

Magical Sphere

Magicians are individuals who are able to channel primordial energies and adapt them to transform reality according to their will. Through crystals or foci, they draw the energy required for their incantations. Their spells are inscribed in their grimoires and must be harmonized with the changing nature of their power source. They are affiliated with important magical traditions and begin as apprentices, but may eventually become archmages.

Occult Sphere

There exist many types of occult arts, but the broad categories can be summarized as follows: **inventors** and **talismanists** work with assemblages; **dæmonists** and **spiritualists** conduct pacts; **alchemists** and **herbalists** perform transmutations.

In all these cases, it is through their knowledge and techniques that occultists manage to exploit the supernatural hidden in a multitude of forms. The recipes they follow are vast occult syntheses and lead to the production of objects with formidable effects.

The Economy

Solars

At every event, participants will receive five solars upon arrival at the Registration Office (*Accueil*), regardless of membership status. Regional coinage is currently being minted and will be progressively integrated into our economy. The Kafe solar will be introduced at the Bal Pourpre. At the June 11th event, the new Andore solars will be distributed, and the winner of Mokafe's "Un Artiste, Une Nation" contest will get their region's solars at the Bataille.

Ingots

Several years after introducing the concept of ingots, the Duché de Bicolline is pleased to announce that they are making their physical appearance this year. Two types of ingots have been cast: gold ingots and silver ingots.

These ingots can be earned in different ways, exchanged for solars at the Banque de l'Hippocampe, or invested in different areas of the geopolitical game. Each ingot will be minted and registered in the Banque de l'Hippocampe's books when it is physically introduced into the game.

Centimes (Piécettes)

These small coins are only useful in the field and support interactions between characters (roleplay), whether it is to bet or wager on a dice game, pay a messenger, throw some to a beggar, have *Le Dailypocampe* delivered, buy trinkets, or obtain information from an innkeeper. The coins will also be very useful in adventures and scenarios to pay for accommodation, food, or equipment. These coins do not go back into the virtual economy.

Guild Coinage

Guilds will still be able to have their own coins minted. The guild coinage will consist of three values: one solar (silver), five solars (silver), and 50 solars (gold). For additional information or orders, contact us at info@bicolline.org.

Greffes and Counters

The management of the game is in the hands of a team for who every participant's concerns is important. This is why the greffes and counters and their functioning will be progressively overhauled as early as May 7th.

In order to reduce the waiting time during events and thus make the game more interesting for participants, creating a new character, changing guilds, and changing faiths will now be confirmed by means of the Online Guild or Faith Change Form.

- A new participant can create their character at any time.
- The choice to change guild or faith can only be made once per year between the end of the Summer season and two weeks after the Bataille (event).

Political Greffes

Political Greffes will be held in an in-game building and will be available during various events and activities to change titles. Greffiers are participants who care about decorum and all interactions will be done in-game. It will also be possible to hire a greffier to come to your camp to undertake title modifications on site. There is a cost associated with this and you will need to schedule the meeting by going to the Political Greffes directly, whether it is during an event or on a particular day during the Bataille.

Geopolitical Counter

It is at the Geopolitical Counter, located in the basement of the Auberge, that participants can deposit geopolitical game items into their guild virtual coffer. Actions that can be completed at the Geopolitical Counter include, but are not limited to:

- Domain maintenance and development.
- Confirmation of orders, cards, and seals (when required) necessary to perform an action in the geopolitical game.

Removal of Cards With Black Border From the Game

Process that was initially supposed to end at the Bal Pourpre 1020, the Duché de Bicolline reminds you that the geopolitical game cards with a black border will be permanently removed from the game. You therefore have until the 1022 Bataille to deposit them in your virtual coffers or exchange them at the Geopolitical Counter.

These cards will no longer be accepted after the 1022 Bataille.

Publication of Revised Geopolitical Game Rules

The Advisory Committee wishes to continue its interactions with the Duché de Bicolline community. Subsequently, a publication of the revised rulebook is planned for next July. Stay tuned as announcements regarding focus groups and comments on draft rules are forthcoming.

Don't miss any of the announcements by subscribing to the "Bicolline – Jeu géopolitique" Facebook page!

1022 BATAILLE

It is with a tankard in one hand and a sword in the other that the Duché de Bicolline is proud to welcome you to its enchanting site for the 25th edition of the Bataille de Bicolline. Held from August 7th to August 14th 2022, the Bataille is an immersive and participatory event in the heart of the largest medieval-fantasy gathering in North America!

Although the formula you are familiar with will return for another year, this section of the document presents some details and new features.

Additional information will be coming soon!

Logistics and Adjustments

Registration and Bundles

Registration and information for the Bataille de Bicolline will be posted on our website during the month of May.

This year, three (3) bundles are offered for the 1022 Bataille:

- Seven-day bundle (arrival starting on Sunday, August 7th, 2022);
- Three-day bundle (arrival starting on Thursday, August 11th, 2022);
- Discovery Bundle (Friday, August 12th, 2022).

Please note that the Registration Office (*Accueil*) will be open every day between 9:00 a.m. and 8:00 p.m. during the event to welcome participants.

Membership Card

As soon as registration for the Bataille begins, a single membership card will be offered. The membership card gives access to discounts on our activities and to a Population Card for each event. The price of the new membership card is set at 70.00 CAD + taxes.

The privilege membership card will no longer be offered and there will no longer be the possibility of having a second character. For participants who have renewed their privilege membership card in 2022, a credit of 35.00 CAD will be applicable on any activity of our 2022 calendar. Please contact us at info@bicolline.org to let us know to which activity you want the credit applied to.

Discounts applicable to activities and events are as follows:

- 15.00 CAD off military campaigns;
- 5.00 CAD off Ducasses and Thematic Evenings;
- 10.00 CAD off the Bal Pourpre and Scenarios;
- Between 30.00 CAD and 40.00 CAD off depending on the bundle chosen for the Bataille.

Early Arrival

There are three (3) early arrival bundles this year:

- 3-day early arrival bundle – Arrival on THURSDAY, August 4th – 95.00 CAD + taxes
- 2-day early arrival bundle – Arrival on FRIDAY, August 5th – 70.00 CAD + taxes
- 1-day early arrival bundle – Arrival on SATURDAY, August 6th – 35.00 CAD + taxes

For **Lifetime Members**, the early arrival on Saturday remains free.

You may register for the early arrival bundles only if you meet all of the following criteria:

- You are registering for the seven-day bundle from August 7th to August 14th.
- You are a member of the Duché de Bicolline – In the case of a couple or family, the spouse and/or children must live at the same address as the registered member.
- You must stay in a building during the event (tents and pavilions cannot be set up during early arrival).
- You pay the registration fee.

Urban Planning

In order to facilitate the placement of decorum tents, please send in a request to the Duché de Bicolline by July 1st, 2022 if you have a decorum tent you want placed near a specific guild. Please send the following information to urbanisme@bicolline.org:

- Name of the guild;
- Building location (quarter);
- Building number (address);
- Name of person in charge of tent (real name and character name);
- Type of tent (please attach a photo);
- Tent dimensions (floor area in square feet);
- If tension lines / cords are required, please indicate the size of the anchorages (in square feet);
- Names of other people sharing the tent (real names and character names).

For groups who do not have guild buildings but wish to camp in a specific location, please send in a request to the Duché de Bicolline by July 1st, 2022. Please send the following information to urbanisme@bicolline.org:

- Name of the guild;
- Location of the previous camp (quarter), if applicable;
- Desired location (if this is a new request);
- Name of person in charge of tent (real name and character name);
- Type of tent (please attach a photo);
- Tent dimensions (floor area in square feet);
- If tension lines / cords are required, please indicate the size of the anchorages (in square feet);
- Names of other people sharing the tent (real names and character names).

While our team makes every effort to accommodate as many requests as possible, please note that submitting information does not automatically guarantee a reserved space near the desired guild building or quarter. We thank the community for their usual understanding and cooperation!

Fire Brigade

With the development of the Duché de Bicolline, we felt it was important to set up a fire brigade to continue to ensure the safety of the premises and participants. The Duché de Bicolline is progressively investing in infrastructures that will allow us to intervene quickly in case of a fire and is developing a trained team that could act and use the equipment we have at our disposal while waiting for the arrival of the firefighters on the scene. The Duché de Bicolline is therefore calling on members of the community who have at least the rank of "Pompier 1" and who would be interested in joining the fire brigade. We invite you to contact us at info@bicolline.org to express your interest and send us your proof of rank. Additional information will then be communicated to you by our Security Coordinator (Sébastien Lefebvre) and our Fire Brigade Team Leader (Kevin Vigeant).

New Features

Vie du Duché

The Vie du Duché coordination is undergoing some changes this year. First, the festivities in the Fosse aux monstres will begin on Sunday evening with an opening ceremony. *Le Dailypocampe*, while still free, will no longer be distributed throughout the site, but will instead be available at fixed drop points. Those who wish to continue to receive it directly at their camp can subscribe.

Combat Archery

The new fighting discipline that was born at the Tournoi des Nations 1021 will be back! Your best archers will have to face their rivals in six-on-six skirmishes, while defending your own flags. You have to be fast, accurate, and agile in order to stay alive until the end of the rounds. These combat archery face-offs will take place in a defined area and will be supervised in collaboration with the Combats d'archers Montréal team.

Tournaments

The Duché de Bicolline would like to encourage and facilitate female participation in the various tournaments! To do this, the following incentives will be tested during the 1022 Bataille:

- **Trollball** – Allocations to teams in the mixed division that have at least three women.
- **Tactika Cup** – Allocations to teams with at least three women.
- **Duelists** (*Fines Lames*) – Creation of a women's division.

Homologation and Combat

Weapon homologation standards are being reviewed and updated and will be published shortly. The changes are minor and concern special roles.

- **Two-handed weapons (excluding polearms)** now have a maximum length of 1.80 m. This change also means that the finish on any weapon less than 1.80 m cannot be duct tape.
- **War machine projectiles** (arrows, bolts, cannon balls) have a maximum range of 100 feet in a straight line.
- **War machines** must belong to only one family (catapult, ballista, cannon, pavise).
- For enhanced security and safety, **cannons** must now be equipped with a physical device that prevents the maximum number of psi from being exceeded.
- In order to better control the development of **monsters** and, above all, to better support participants who wish to start making such a costume, monsters will now have to undergo a pre-approval process in June in order to be accepted at the Bataille (details to come). This step will allow participants who play monsters to make the requested changes to their costumes (if any) before the event rather than on site.

Game Coordination

Stakes for the 1022 Bataille – The New Heroes

The signs are clear: the great epidemic is fading away. An additional symbol of hope accompanies this good news. Echoes are coming in that new heroes are emerging from the shadows to rekindle the strength of the nations of this stripped continent. The stories that circulate reveal extraordinary individuals who all share the belief that they hold great secrets that can radically change the fortunes or progress of nations. Even if the outcome of their adventures is not yet completely fixed, all credible diviners confirm that in case of victory, these heroes will deliver what they promise.

However, at the moment, these heroes are aware of only a few fragments, among the whole of the revelations buried deep within their minds... They will surely learn more with the passage of time and their mounting success. For the time being, this at least gives them a broad understanding of some of the coveted benefits and the way in which they would be able to release the missing information in order to accomplish their goals. They already know that they will be forced to embark on identical quests, their trajectories inevitably leading them to collide with each other. Those who fulfill their destiny will simultaneously doom their counterparts to failure.

During the Bal Pourpre festivities, all participants will be asked to show their support for one of these eight heroes. The four heroes with the most votes will be able to continue their important quests during the battles on Thursday and Saturday during the 1022 Bataille. Guilds wishing to act as military councils (*états-majors*) for a hero may write to the hero to convince them to give them this responsibility. Of course, the heroes' earnings will be shared with them!

Qital Sihyllenahli

Born in Irendille many centuries ago, this elf seems to have been at the forefront of all the great wars that involved her kingdom. Originally related to the clan of Alda Silyara, she has long practiced shamanic arts and thus has a close connection with the spirits that watch over her kingdom. Fate led her to assume the position of general of the Daë Dolmed armies during the war of 640: it was during this conflict that she became a close friend of the late King Celebrimbor. She is said to have been the head of the Daelmehdil, a sort of secret military corps, for several decades – if this organization even exists.

A victory will allow her to recall the precise location of the *Potion de transcendance*, once prepared by the greatest alchemist to transform the mortal who consumes it entirely into a divine being. Qital will also know the location of an important silver deposit that is as of yet unknown.

Korban Ir

This fairy has not had an easy life, coming from a family that was targeted by a curse several millennia ago. The fairies in this family were cursed with not being able to make honest acquisitions. Thus, over time, they learned to con, betray, and steal in order to get their hands on the commodities that they could not produce themselves. This condition led them to survive mainly by gravitating towards underground organizations. Korban works mainly as an expert in illicit substances and, among his alchemical productions, he concocts the best poisons that can be found on the continent. Recently, the moral aspect of the curse that weighed on him was suddenly lifted at the same time as secrets were deposited in his subconscious.

A victory will allow him to recall the precise location of the archives of a powerful magician from an ancient era, containing the prodigious incantations that would allow a place that once sank to the bottom of the sea to rise again. Korban will also know the location where a large quantity of platinum collectibles has been hidden away.

Lukr Bouclier-de-feu

This dwarf comes from the underground abysses where rivers of lava flow, approximately under the mountains of the Dulgare Plateau, but at a depth defying all logic. Very isolated from other peoples, these dwarves are not used to interacting with beings different from themselves. In his community, Lukr's role is that of "supreme guardian", meaning that he is responsible for ensuring that the hellish creatures naturally drawn to their territory do not attack the dwarves living there. In particular, he is the creator of the sigils that keep these foul beings at bay. Moreover, he has a vast knowledge of an underground world that few people suspect exists.

A victory will allow him to recall the precise location of the work of a genius who died too young, revealing an innovative technology that would increase the capacity of a fortification. Lukr will also know the location of an important gold deposit that is as of yet unknown.

Aleni Noevlygg the 269th

Having remained isolated throughout their childhood in the Baie des Dunes in the center of the Soumess archipelago, this young voelhoorn claims to be the legitimate heir to the throne of Okurrè, the Blue Kingdom of the Baie des Flames. Aleni Noevlygg the 269th is said to come from a noble and glorious lineage from a time before the formation of the Empire. Their keen intellect and ability to influence elemental spirits at such a young age certainly contributes to the credibility of their claims. They maintain that the time has come for their people to regain a place with the other nations. Their name is being spread and many voelhoorns are emerging from seclusion to support this person who intends to build a better world.

A victory will allow them to remember the exact location of Dan Albaram's codex, the latter having been the greatest magician and occultist of recent decades. Aleni will also know the location of an important deposit of precious stones that is as of yet unknown.

Arakiam Elamshinae

In the year 1010, shortly before the exile of most of the nation of Nasgaroth via the monoliths, many were surprised to see all of the ships with the black and purple flags disappear to the north. Previously, Admiral Arakiam Elamshinae had not hesitated to speak out publicly against Queen Akilam. It is said that he was once the first to suggest an armistice with the Empire during the wars at the beginning of our era. Also, his name may be the only one to have ever inspired real fear in the hearts of the Damahur pirates. In short, he was the one who ordered his crew to migrate north until the madness in the south subsided. He spent the last decade on the icy continent of Thule, multiplying marvelous inventions to ensure the survival of the elves under his responsibility.

A victory will allow him to remember the key of command as well as the precise location of the golems of Tarmokourum, stone giants buried for several centuries that can, for a time, render the city they protect unassailable. Arakiam will also know the location of hidden magical foci.

Ergor Gruk called Pieds-Bruns

Having survived with his clan, hidden for 177 moons in the densely forested mountain slopes of southern Andore, this orc dreamed of an opportunity to bring his people back to their homeland without falling under the spears of Andorian knights. Once conscripted in a dark war, they now simply wish to return to hunt in their native lands. A highly skilled herbalist, it was by adapting his expertise in plants to the southern climate that Ergor Gruk managed to keep his troops alive through the years. Now, with his destiny suddenly taking a new direction, he has no choice but to reveal himself to the world in the hopes that the human race will not judge him only by the color of his skin.

A victory will allow him to remember the precise location of the Messenger's secret library, where the latter's curators copied all the texts produced on the known continent for years. Ergor will also know the place where were stowed the occult components confiscated during the great imperial inquisition that took place during the era of Emperor Gar III.

Sidille Rkakzik

No one knows the sewers of Bridier better! All her life, this skaven has worked her way through the underground mazes of this imperial megalopolis. Sidille Rkakzik was a smuggler and fence in her youth, but a betrayal that caused the death of her young children led her to change her ways. To avenge her family, she began to watch from afar the scoundrels she once served and snitched on them for a fee. Slowly, she built up a network of informers who today observe all those with secrets to hide in Kintzheim. Over the years, she also learned to make talismans to protect her loved ones and increase their chances of surviving the risks of the trade.

A victory will allow her to remember the precise location of the *Linceul du retour*, a miraculous single-use object that could bring anyone back to life, provided their soul has not been totally annihilated. Sidille will also know the secret location where the Order of Kalt's magical scrolls were once stored.

Ejenhir Cornes-Pâles

Too long ago, this satyr set out across planes in search of miraculous remedies to help reverse the decline of her people. During her travels, Ejenhir Cornes-Pâles found herself trapped in the Haut Astral for nearly a century. Only recently did she manage to return to the known world, when the contagion was at its most virulent. Upon her return, she dedicated herself to helping the suffering humans. From village to village, the inhabitants of the Schaanwald began to spread the rumor of a horned benefactor, walking with angelic beings at her side. Along the way, she managed to rescue some of her own kind, who, although initially suspicious, finally agreed that she could be the chosen one mentioned in old prophecies.

A victory will allow her to remember the exact location of the prototype of a very powerful trebuchet that can attack targets at great distances to weaken enemy defenses before supporting troops arrive. Ejenhir will also know the location of an important cache of ingots that is as of yet unknown.

Schedule for the Political Greffes and Geopolitical Counter

Located respectively in the Banque de l'Hippocampe and in the basement of the Auberge, the Political Greffes and Geopolitical Counter will hold the following hours:

Friday August 5th	1:00 p.m. to 4:00 p.m.
Saturday August 6th	1:00 p.m. to 4:00 p.m.
Sunday August 7th	1:30 p.m. to 5:00 p.m.
Monday August 8th	10:00 a.m. to 5:00 p.m.
Tuesday August 9th	10:00 a.m. to 1:30 p.m.
Wednesday August 10th	10:00 a.m. to 5:00 p.m.
Thursday August 11th	10:00 a.m. to 1:30 p.m.
Friday August 12th	10:00 a.m. to 5:00 p.m.
Saturday August 13th	10:00 a.m. to 1:30 p.m.

Combat Coordination

Schedule for the Homologation Counter

Sunday August 7th	1:00 p.m. to 6:00 p.m.
Monday August 8th	9:00 a.m. to 6:00 p.m. – Homologation of monsters and war machines
Tuesday August 9th	9:00 a.m. to 1:00 p.m.
Wednesday August 10th	9:00 a.m. to 1:00 p.m.
Thursday August 11th	9:00 a.m. to 1:00 p.m.
Friday August 12th	9:00 a.m. to 6:00 p.m.
Saturday August 13th	9:00 a.m. to 1:00 p.m.

The mobile homologation teams will be back out on the field on Sunday, August 7th and Monday, August 8th to provide homologation services directly to your camp.

Details will be posted shortly!

Battle Mechanics

Warriors, are you ready? The general mechanics of the three battles that will take place on Tuesday August 9th, Thursday August 11th, and Saturday August 13th follow.

Additional details on the battles described below are available here (in French only for the moment).

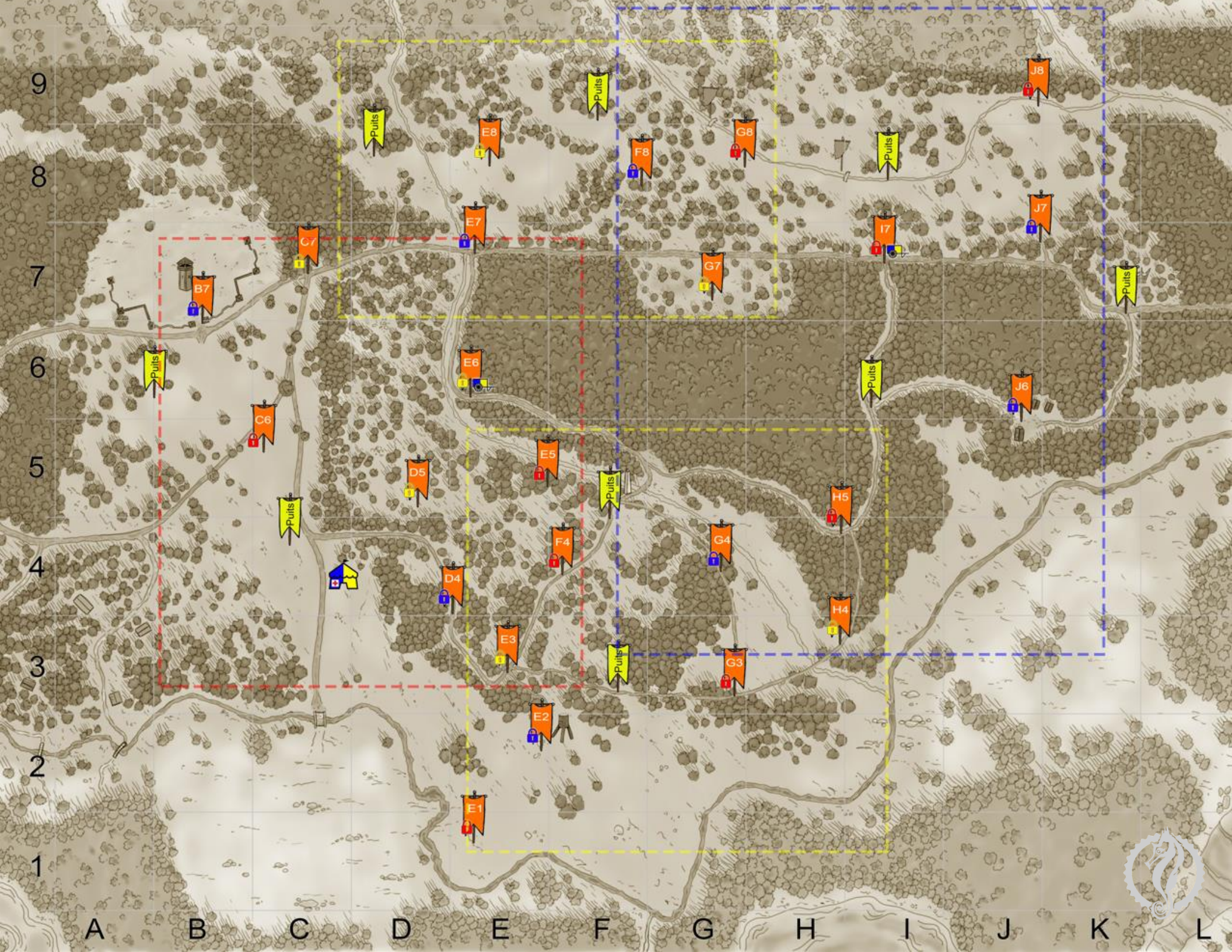
A virtual meeting is also planned with the Combat Coordination on May 12th, 2022 at 7:00 pm to answer questions. This meeting will be held via the Discord application and details will follow.

Continuous Clashes on Tuesday

1:00 p.m. – Deployment of troops
1:30 p.m. – Start of the battle at the sound of the horn
4:00 p.m. – End of the battle at the sound of the horn
150 minutes (continuous/non-stop)

With continuous clashes, we offer a new battle concept where combatants are not affiliated with fronts, but rather act individually or in small groups to complete objectives and accumulate points that can then be exchanged for earnings and to influence heroes. It will be possible to enter and exit the battlefield at any time.

The battlefield is vast! In order to facilitate confrontations, it has been divided into three (3) sections (indicated by orange, yellow, and blue lines) which are activated in turn. The objectives in all sections give points during the whole battle, but the objectives and missions giving the most points are distributed only in the active section. The objectives will be known in advance.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Thursday's Battle

1:00 p.m. – Deployment of troops
2:00 p.m. – Start of the battle at the sound of the horn
3:40 p.m. – End of the battle at the sound of the horn
100 minutes (continuous/non-stop)

Thursday's battle will pit two heroes and their armies against each other in epic battles for control of the fort and its riches. The heroes who will compete will be decided by a vote during the Bal Pourpre.

The control of the plain is achieved by three (3) position poles (in green) that will be raised several times during the battle, each time granting victory points. The fort is divided into several sections and the control of these sections is achieved by means of time boxes (in red). The forest has a strategic importance: there are caches (in orange) with elements that will facilitate the capture of the fort.

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POI
POI
Puits
POI
POI
BT6
BT5
BT4
BT1
BT2
BT3
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Puits
Déploiement
Déploiement
Puits
M2
Puits
M1
Puits

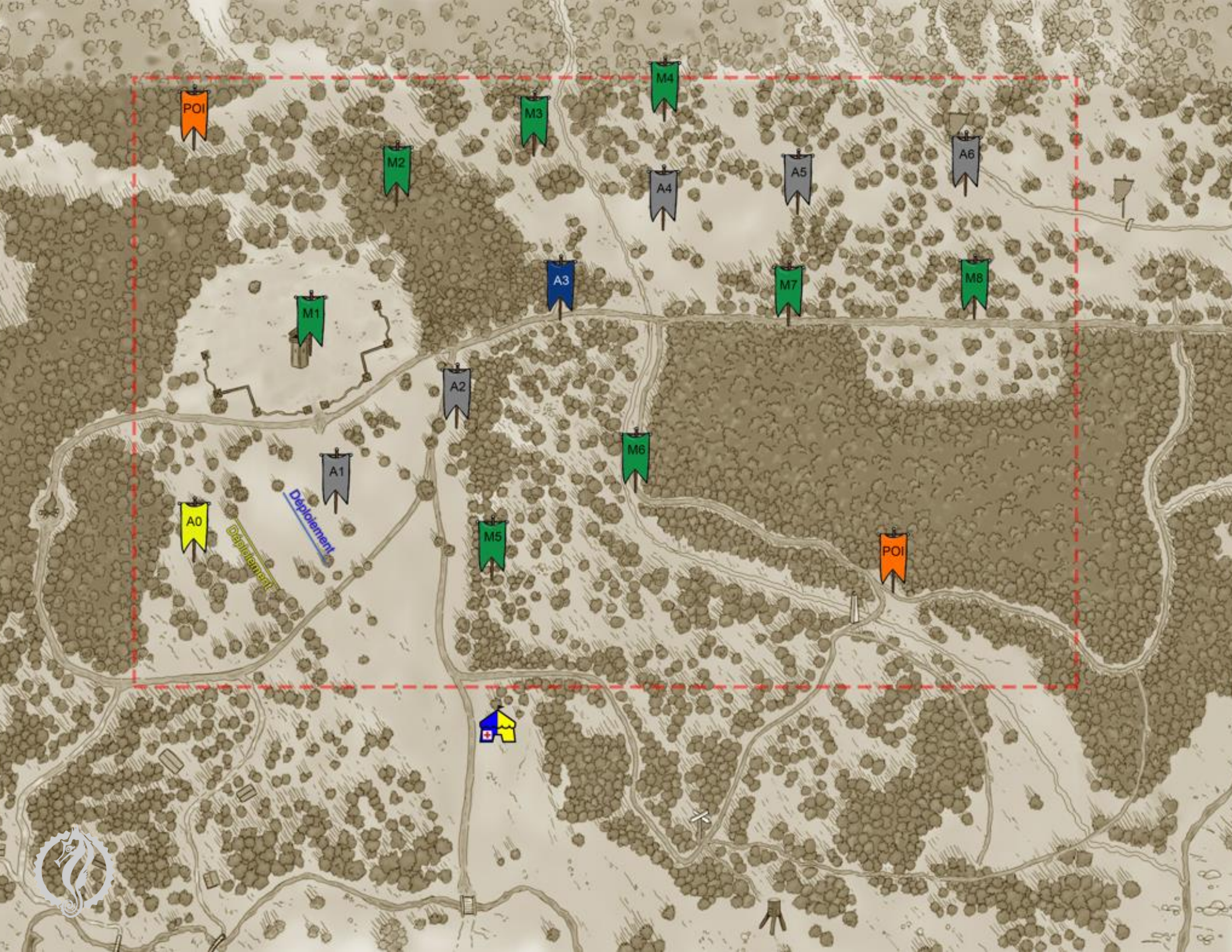
Saturday's Battle

1:00 p.m. – Deployment of troops
2:00 p.m. – Start of the battle at the sound of the horn
4:00 p.m. – End of the battle at the sound of the horn
120 minutes (continuous/non-stop)

Saturday's battle will pit two heroes and their armies against each other. The heroes who will compete will be decided by a vote during the Bal Pourpre.

The main objective is the defense (in blue) or conquest (in yellow) of the gray position pole line. Attackers start in A0 with their respawn points nearby, while defenders start in A1, but their respawn points are in A3. The respawn points for both armies follow the battle's progress.

Position poles (in green) on the periphery of the main objective also score victory points. The position poles have an asymmetrical value for the two armies: green position poles near A0 give several victory points for the blue army, but few for the yellow army. Green position poles near A6 give several victory points for the yellow army, but few for the blue army.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ACKNOWLEDGEMENTS

We would like to thank all the people who have supported the Duché de Bicolline over the past two years, those who have contributed their time and energy to set up and implement the new game structure, those who have ensured the various committees came to be operational, and those who have supported us both in terms of communications and in the field (special mention to those who participated in our maintenance bees!).

Heartfelt gratitude goes out to the coordination team, who have been relentless in their efforts to make the first edition of the Tournoi des nations a success despite health restrictions and who continue to ensure a vibrant and successful 2022 season.

Just as the former game masters did before them, a new and extended team is taking over with the same motivation, passion, and perseverance to keep our whole community engaged and entertained.

Finally, a sincere thank you to you, our community, for enriching this gameworld with your guilds, your colors, your voices, your enthusiastic presence, and your panache! By working together, the Duché de Bicolline will continue to evolve in this unique site, allowing us to be the living incarnation of our imagination and to live it fully.

Best regards,
Olivier Renard