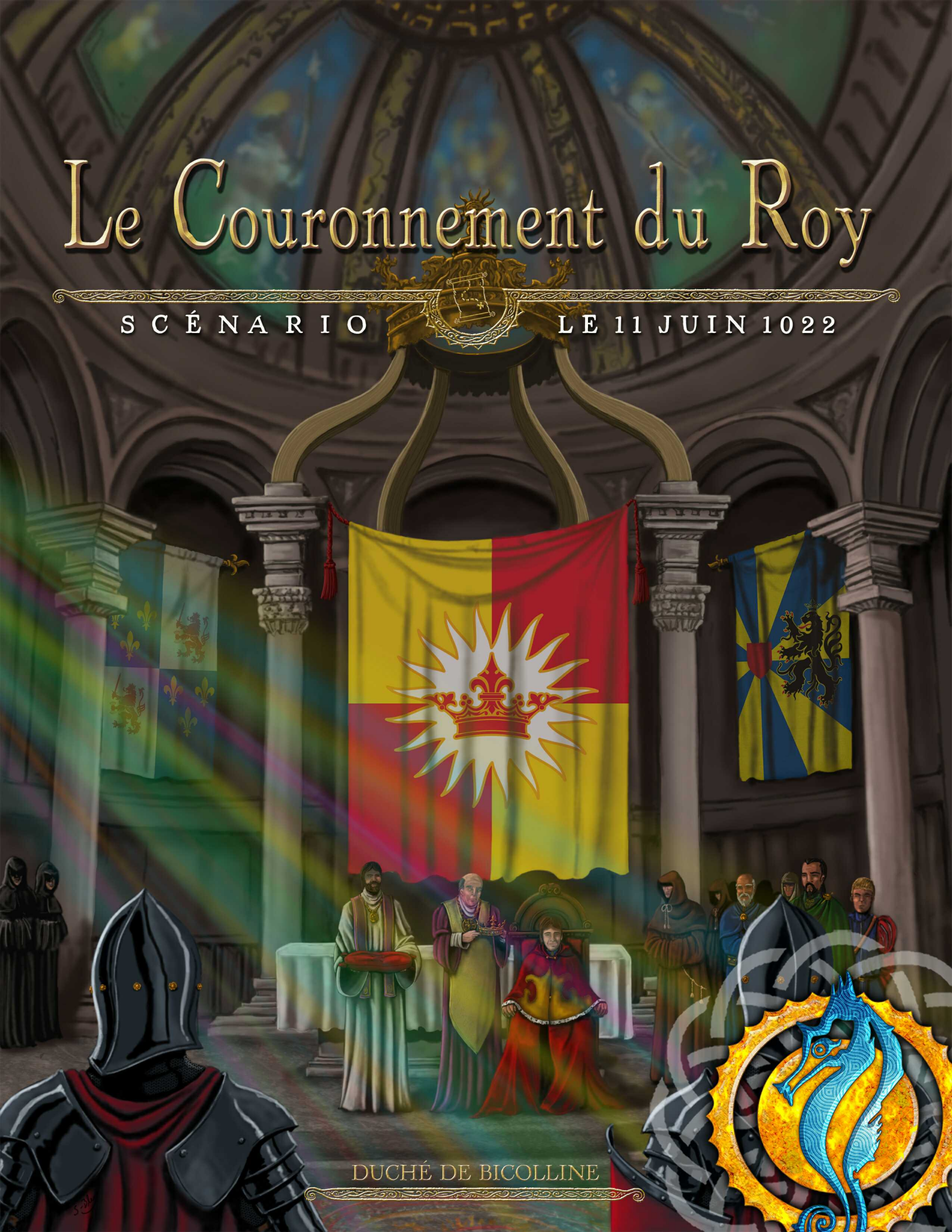


Le Couronnement du Roy

SCÉNARIO

LE 11 JUIN 1022



DUCHÉ DE BICOLLINE

Le Couronnement du Roy

The Coronation of the King

The House of Claircastel has reigned in an interlocking lineage over Andore for over three hundred years, stringing together legendary rulers adorned with blessed epithets. Their deeds, of bravery as well as of love, have undoubtedly painted the history of the Central Lands. 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?

Already, the decade of regency that is coming to an end is stained by instability. Afflicted with an illness after the departure of the Guardians of Knowledge, some would say a curse from an occult source, young Myriam was sent west of Andore, the sages hoping that the light of Taluskan would be enough to cure him. After recovering as a child, his return was marked by a brazen kidnapping attempt. When he returned to the north, opportunistic raids left Claircastel in flames. In the center, the specter of the Great Dark One's machinations and the shadow of foreign knives hung over the town. To the south, the scars left by Garganesh's legions in Boisfort were not so easily forgotten. In the east, the province of Dinant gained its independence at the cost of a bloody, even senseless fratricidal struggle. As soon as peace was signed, the Great Plague struck the Central Lands...

Myriam's accession to the throne gave rise to the hope that this accumulation of calamities associated with the years of regency would come to an end. It is with pride, confidence and renewed energy that the royal family invites, in Claircastel, nobles and dignitaries to witness this historic event.

**June eleventh of the year of our Sun 1022, in the Royal Chapel of Cauvinière,
a Prince enters, a King exits.**



Le Couronnement du Roy



Walef le Juste, révolte de l'an 640.
Tristan le Juste, 712-715.
Flavian le Navigateur, 715-727.
Ferdinand le Juste, 727-756.
Théobald le Pieux, 756-775.
Walef II, 775 - 828.

Alamar le Preux, 828-842.
Clément le bref, 842-843.
Tristan II le jeune, 843-893.
Edmund, 893-918.
Dagan, 918-958.
Solar le Bien-Aimé, 958-1012.



Le Couronnement du Roy

For this occasion, the Duchy of Bicolline has rented the St-Pierre de Shawinigan church to provide a setting worthy of the Coronation of the future King of Andore. 450 guests, having received a royal invitation, will be able to take part in the ceremony. The Coronation of the King is an activity designed for players wishing to participate in a political and ceremonial role-playing event, followed by immersive festivities. The scripted activity is separated into two acts: Act 1 - the Ceremony and Act 2 - the Celebrations.

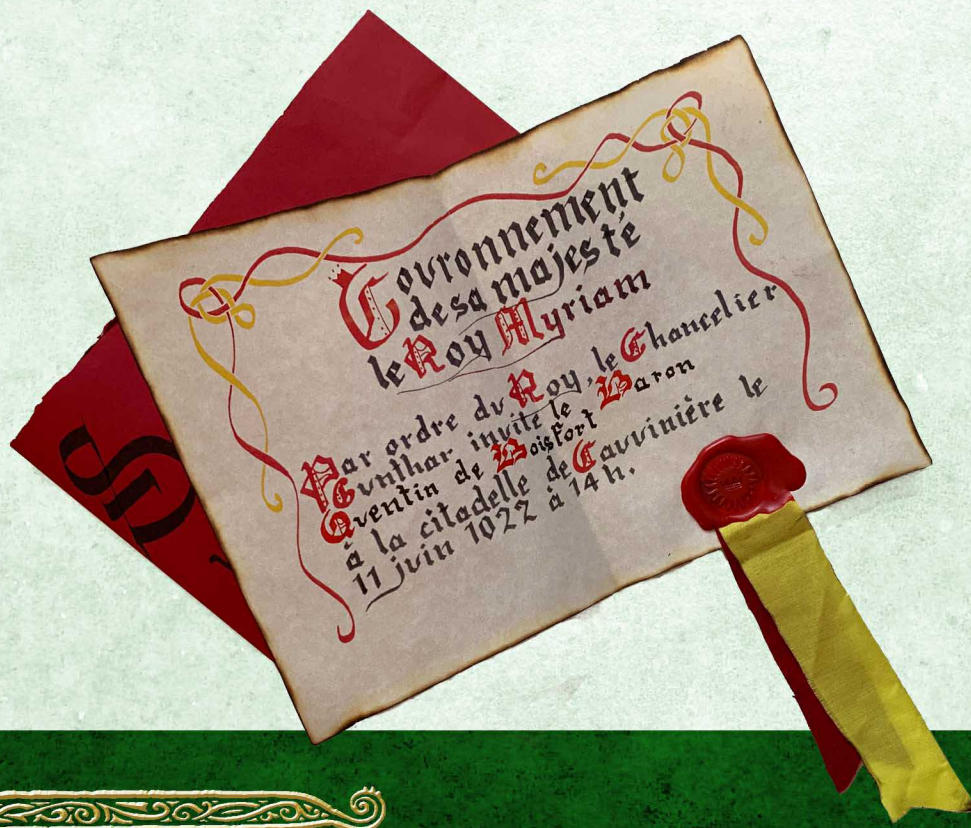
Act 1 – The Coronation Ceremony – 2PM to 5PM

Location: Église St-Pierre de Shawinigan (792 Hemlock ave., Shawinigan, QC G9N 1S7)
A map of the interior of the Royal Chapel of Cauvinière is available in Appendix 1 (p.22)

“The doors of the Royal Chapel of Cauvinière are open to guests and citizens of Andore who wish to contemplate the dawn of a new star and mingle with the elite of the nobility.”

Invitations

Registration for Act 1 is only open to characters who have received a royal invitation and their retinue, if applicable. The Peers and Chancellery of Andore are in charge of invitations and may be persuaded to grant you one. Some invitations may also be obtained through quests at the Purple Ball. Act 2 is open to all.



Le Couronnement du Roy



Check-in at the Duché de Bicolline – 10AM to 1 :30PM

The check-in and other formalities will take place at the reception building of the Duché de Bicolline (1480 Chemin Principal, St-Mathieu-du-Parc, QC G0X 1N0). You are strongly advised to leave your carriage and your surplus of servants there and to share a few carriages with as many nobles as the puffy dresses allow to get to the Royal Chapel of Cauvinière (Église St-Pierre). The carriage space near the Royal Chapel is limited, there are additional spaces further away but no one wants to walk in their glass shoes. Allow at least 20 minutes to get to the designated area plus time for your dressers to dress you appropriately.

Check-in at the Church – 1PM to 2PM

When you are ready, come to the square in front of the Royal Chapel of Cauvinière to wait for the doors to open. While some may see this as a boring wait, anyone familiar with the habits and customs of the nobility knows that there is no waiting, only opportunities to make contacts and show off. You are therefore strongly advised to arrive early.

Doors open to guests – 2PM

“It is high time to open the doors and bring in the winds of change and renewal”





Le Couronnement du Roy

Entrance of the guests and talks with the nobility – 2PM to 2 :45PM

Come and see the flamboyant entrance of the high nobility of all the Seahorse, announced by a herald and trumpeters. Come and be heralded in your finest attire. Come and talk with the most powerful nobles of our world, create alliances, learn secrets, or remind them of the solars they owe you. It is rumoured that all the noble families of Andore will have representatives there, and that the King is about to make bold announcements regarding the standing of noble houses. And certainly, as with any event of this magnitude, there will even be a representative from the Dailypocampe so you can tell the world “What article? I didn’t read it because I was there!”



Coronation ceremony begins - (doors close) – 2:45PM

As the trumpets sound and the greetings of the Master of Ceremonies, the Esteemed Philippe de Wassenborg, take your seat as the doors will close and will not reopen until Andore has a King. Sit back and witness this grand interactive historical ceremony.

The King’S Speech – 3:40 PM

Once crowned, the XIIth King of Andore, Myriam son of Solar, will make his speech. No one knows what to expect other than that this speech will reveal what kind of King he will be and what to expect for the future of the Kingdom and its alliances.



Coronation ceremony Endss – 4Pm

“Long Live the King! Long Live the King!” “Vivas, Vivas, Vivas!!!”





Le Couronnement du Roy

Audiences and talks with the nobility – 4PM to 5PM

The end of the ceremony marks the beginning of the audiences with the new King and a time to continue your conversations with the powerful nobles of our world, discussing with your peers about the implications of the announcements made by the King and about the future of the Kingdom.

Audiences of delegations and distinguished guests

After the coronation ceremony, the new King will be present to meet the nobility of his kingdom and of the world to be formally introduced, hear their requests, receive gifts, etc. This is a good time to make a good impression. The audiences will take place on the throne in the chancel of the Royal Chapel of Cauvinière.

However, there is a protocol to follow:

1. Familiarise yourself with the protocol rules for addressing the King according to your rank (see Appendix 2)
2. Meet with the Bâtonnier to be placed on the list
3. Line up for the purification (and inspection of the gift if you have one)
4. Meet the King for 2-3 minutes

End of Act 1 – 5PM

You may leave whenever you wish, but when the trumpets and the bâtonnier announce the King's departure, it will be time to go to the Duché de Bicolline.

Intermission – 5PM to 6 :30 PM

Between the ceremony (Act 1) and the celebrations (Act 2), there will be a break to allow for the journey back to the Duché de Bicolline, to rest or, for the more fashionable among us, to change attire. A banquet-style meal will be served for the noble participants of Act 1 who opted for this luxury when they registered. The Lords of Andore will have their tables set up in the royal pavilion and their meal will be served at their convenience. All other guests who have opted for the Banquet are invited to go to the kitchen pavilion (Boucanier) located next to the Forge.

From **6:30 pm** onwards, access to the festivities will also be open to the many onlookers and villagers who were unfortunately unable to attend the coronation ceremony, but who will come to celebrate the happy event and hope to have the chance to meet the new King and present him with a gift.



Le Couronnement du Roy

Act 2 – Coronation Celebrations – 6:30 to 10Pm

Location: Duché de Bicolline (1480 Chemin Principal, St-Mathieu-du-Parc, QC G0X 1N0)

“After the pomp and circumstance of the ceremony, the Royal Family invites the people to join in the flamboyant festivities. In a show of magnanimity and bravado, the Prince has declared that all are invited, regardless of their allegiance or past affronts. Entertainment and politicking await those who join him in Claircast’s festival square.”

Check-in- 6PM and onward

From **6p.m.** onwards, people who were unable to attend the ceremony (Act 1) but who have registered for the coronation celebrations (Act 2) can go to the reception building of the Duché de Bicolline to get ready for the opening of the doors.

Doors of the Duché open – 6:30PM

From **6.30pm**, the Claircastel’s Festival Square opens its doors to the many onlookers and villagers for the coronation celebrations. Many will come to celebrate the happy event and hope to have the chance to greet the new King and give him a present.

Theobald Table – 6:30PM to 9PM

In the year of our Sun 756, at his coronation, King Theobald the Pious gave all his gifts away to the Andorian people, contributing greatly to the moniker he was given. In memory of his father, Walef II created the Theobald Table at his coronation, which has since become an Andorian tradition. For more information, see the rules in the Public Activities and Quests section below (P.10)





Le Couronnement du Roy

Audiences with the King – 6:30PM to 8PM

In all his magnanimity and to show how close he is to the little people, the new King has offered his time to meet the people of his kingdom and of the whole world who have come to celebrate his coronation. These people will be able to formally introduce themselves, plead their case, give gifts, ask for forgiveness for past misdeeds, etc. This is a good time to make a good impression and the King will be strongly protected from any attempts on his person. The audiences will take place in an adjacent room in the Pavillon des Pairs d'Andore.

However, there is a protocol to follow:

1. Familiarise yourself with the protocol rules for addressing the King according to your rank (see Appendix 2)
2. Meet with the Bâtonnier to be placed on the list
3. One person, one couple or one group at a time
4. Line up for safety and gift inspection (if you have one)
5. Meet the King for 2-3 minutes

Archery Tournament – 7:30PM to 8PM

Although, apart from Loren, Andore is better known for its use of the pavise and spear or for equestrian jousting, the King, having grown up in Taluskan, has an appreciation for archery and a fascination with arrows and bolts that pierce the air with grace, silence and accuracy. Andore's recent victory in the Tournament of Nations' Archery Competition inspired the King to request this tournament. To participate and for more details, see the rules in the Public Activities and Quests section below (P.10).

Service of the Coronation Cake – 8PM

The capital's bakers set to work to make the coronation cake, and in sufficient quantity for all the guests. In accordance with Andorian tradition, the new Sovereign will give the first pieces of the royal cake to some of the kingdom's poorest villagers. The cake will be presented to His Majesty at 8pm and will then be cut and shared.



Le Couronnement du Roy

Royal Auditions – 8:30PM

All good kings need to entertain their courts. Having a talented artist at your side can often be useful, both to brighten up the dullness of life and to shed light on reality from another angle. It is an important position in a royal court, for someone who knows how to use it well. So there will be a competition of artists in the Pavillon des Pairs d'Andore, judged by the King himself and the Andorian lords. Of course, the applause of the crowd is always decisive.

To participate and for more details, see the rules in the Public Activities and Quests section below (P.10).



Allegiance Contest – 9:30PM

The Allegiance Contest is not a costume contest but a contest to showcase the Andorian colours. The objective of the participants is to show their allegiance by wearing the Andorian colours (red and yellow) in the most ostentatious way possible in order to win popular favour. No need to be an Andorian citizen and there is only one category: “Red and Yellow”.

To participate and for more details, see the rules in the Public Activities and Quests section below (P.10).

Festive Evening – 10PM to 3AM

Although the King may retire to his chambers at any time, the celebrations will continue. The tavern bar will close at 3:00 am.



Le Couronnement du Roy

Public Activities and Quests

Theobald Table (6:30)

In the great Andorian tradition, those who attended the coronation of King Solar and his fathers' will remember and expect the Theobald Table. This guarded table is filled with gifts that were received before the coronation and were rejected for many reasons: the giver is unknown, the card was lost by the messenger, the origin of the gift is suspect, the giver is an enemy of the crown, the gift is deemed to be of inadequate value (too small or too big), the King already has received this gift in multiples, etc. In addition to these rejected gifts, there are gifts given by the King himself and extra gifts given by very rich dignitaries especially for the Theobald Table. There are priceless treasures, allegedly cursed objects, mysterious jewels, lost relics, as well as trinkets, knick-knacks, curios, trifles, baubles and charms of all kinds.



During the coronation celebrations, any object, wrapped or not, placed on this table is considered ownerless and anyone can pilfer it without it being considered a crime...provided they can escape the guards protecting it. It is therefore necessary to have a fairly nimble hands or to be ingenious enough in order to distract the guards long enough to get hold of a gift without being discovered.

If you are caught trying to take a gift, you must put it back on the table or give it back to the guard who caught you (and pretend you were just admiring it, of course) or else a huge shame will be cast on your family and your guild. The ghost of Theobald the Pious himself will haunt you and, yes, he knows who you are.

It is also very bad form to take more than one gift at a time, especially since, at the coronation of Clemens the Brief, someone with hands full dropped and broke a sphere containing a tornado. But nothing says that you cannot go back several times.



Le Couronnement du Roy

If you would like to provide a gift for Theobald Table, email maitredejeu@bicolline.org or simply give it to the guards.

Gifts given to the King in person at this event will not end up on Theobald Table.



Reminder :

Actual criminal acts such as theft, burglary and breaking and entering are strictly forbidden.

-Theft of game material (including purses, chests, solars, prizes, cards and objects belonging to other participants or to the organisation) is forbidden and is not part of the game allowed at Bicolline.

-Breaking and entering is prohibited: it is forbidden to dismantle or break locks, padlocks, hinges and game equipment and to enter another participant's tent or building without his or her permission.

-Any offender will be banned from the activities of the Duché de Bicolline and from participating in the geopolitical game.

However, some larcenies may involve the simulation of illegal activities. Official documents detailing the larceny and its limits and clearly identifying the stealable (or other) objects are necessary. Theobald's

Table is an example: it is not theft but a simulation of theft, an object that is no longer on the table is no longer "stealable", this document explains the rules. These rules must be respected..



Le Couronnement du Roy

Archery Tournament (7:30PM)

Although, apart from Loren, Andore is better known for its use of the pavise and spear or for equestrian jousting, the King, having grown up in Taluskan, has an appreciation for archery and a fascination with arrows and bolts that pierce the air with grace, silence and accuracy. Andore's recent victory in the Tournament of Nations' Archery Competition inspired the King to request this tournament. The tournament will be hosted and judged by the esteemed Esteban, under the personal invitation of King Myriam.

Registration

In order to participate, archers must be present by 7:25 pm at the range between the Confrérie des Nains and the Bock de Fer.

Prize

First place: 100 Solars

Course of the activity

- 1. At **19:25**, participants are randomly paired (in the event of an odd number, the master archer or his squire will take part).
- 2. One after the other, the pairs are given a royal bow each and a number of arrows.
- 3. 7 targets are set up and the pairs compete to hit the most targets. The first to hit 4 targets wins. The loser is eliminated.
- 4. The winners compete until there is only one winner left.

Royal Auditions (8:30PM)

All good kings need to entertain their courts. Having a talented artist at your side can often be useful, both to brighten up the dullness of life and to shed light on reality from another angle. It is an important position in a royal court, for someone who knows how to use it well.

Candidates

This contest is open to all individuals from all nations. All art forms are accepted as performance as long as they are tasteful and appropriate for a 16-year-old King. It can be juggling, performed acrobatics, public speaking, singing, prestidigitation and more. The performances should not exceed 5 minutes.



Le Couronnement du Roy

Registration

To enter, candidates must register with the Master of the Arts through e-missive before 6 June at martin.champagne@bicolline.org.

Prizes

1st place: 150 Solars

2nd place: 100 Solars

3rd place: 50 Solars

*All three places will also earn favours from the Royal Family according to the quality of their performance.

Course of the activity

The competition will be held at **8:30 pm** in the Pavillon des Pairs d'Andore where the King and his court are sitting.

- 1. Between **6:30 and 7:30 p.m.**, come to the contests stand to receive your performance order from the Master of the Arts and confirm your presence.
- 2. Present yourself at **8:20** in front of the Pavillon des Pairs d'Andore.
- 3. The artists will take turns on stage. They have 3-5 minutes to perform.
- 4. The Pairs d'Andore will indicate their appreciation after the performance with a thumbs up if they liked it, and a thumbs down if they did not.
- 5. After taking note of the nobles' appreciation and the public applause, the King will give the performance a mark out of 10. This is his personal assessment and does not necessarily take into account the opinion of the court or the public.
- 6. At the end of the competition, the applicant with the highest score will automatically be declared the King's Jester.

Allégeance Contest (9:30PM)

The Allegiance Contest is not a costume contest but a contest to showcase the Andorian colours. The objective of the participants is to show their allegiance by wearing the Andorian colours (red and yellow) in the most ostentatious way possible in order to win popular favour. No need to be an Andorian citizen and there is only one category: "Red and Yellow".

Prizes

1st place: 5 precious gems and 50 Solars

2nd place: 2 precious gems and 25 Solars



Le Couronnement du Roy

Procedure for contestants

1. Registration: Two hours in advance (i.e. between 6.30 and 7.30 p.m.), go to the contest stand to register. Fill in a form describing your colourful features.
2. Presentation: Give the form to the Master of the Arts and present your colours verbally (to avoid misunderstandings about the writing of the form). The Master of the Arts can take notes on the card for the coming presentation.
3. Time: Report at the designated time to the designated location and prepare for roll call.
4. Panache: Show your colors in all their splendor for approximately 20 seconds.

Panel of Judges

The judges will be the Pairs d'Andore and other renowned dignitaries. All will have a scoring chart according to the following calculations.

Point Calculations

- The surface area occupied by the colours and the originality of the surface area occupied by the colours (on the fabric, on the skin, are there many different parts? etc.)
- The complexity of the coloration (materials used, vividness of the colours, harmony, etc.)
- The behaviour and the performance on stage (a strut can take many forms)
- The match between the costume and the one who wears it (does the person wear the garment or does the garment wear the person?)
- Audience interest (applause and cheering from the crowd)
- Involvement of the person in the making of the costume (is it all hand-made? Who did the make-up? and the accessories? etc.).

Quests and secret missions

Several quests and secret missions will take place during the event. Various non-player characters will also be present. These will sometimes have special objectives for the players.

Prologues - Preliminary ducal letter

Participating characters wishing to propose quests, plots, illicit acts, or recall facts potentially relevant to the scenario, are invited to contact the Game Masters at maitredejeu@bicolline.org before June 1 st 2022 in order to make their intentions known in the form of a "Prologue".

The prologue is a ducal letter sent to the Game Masters in charge of a scripted event, a few weeks before the event. The purpose of the prologue is to inform the Game Masters of the objectives and actions that a group or a character wishes to undertake during an event, so that the scenario can be prepared accordingly. Elements deemed relevant will be approved and incorporated into quests and secret missions.



Le Couronnement du Roy

Prerequisite:

A prologue can only be sent after an explicit call from the Game Masters for a given event.

-For The Coronation of the King, a maximum of one prologue may be sent per guild leader, and one per region leader.

-At their discretion, Game Masters may request an exceptional prologue for a particular participant rather than a group.

-Unlike regular ducal letters, a prologue ducal letter may be emailed to the Game Masters and does not require a seal or anything else. The document must, however, be of decorative appearance.

-The prologue remains secret and will never be published or put in the Grand Archives.

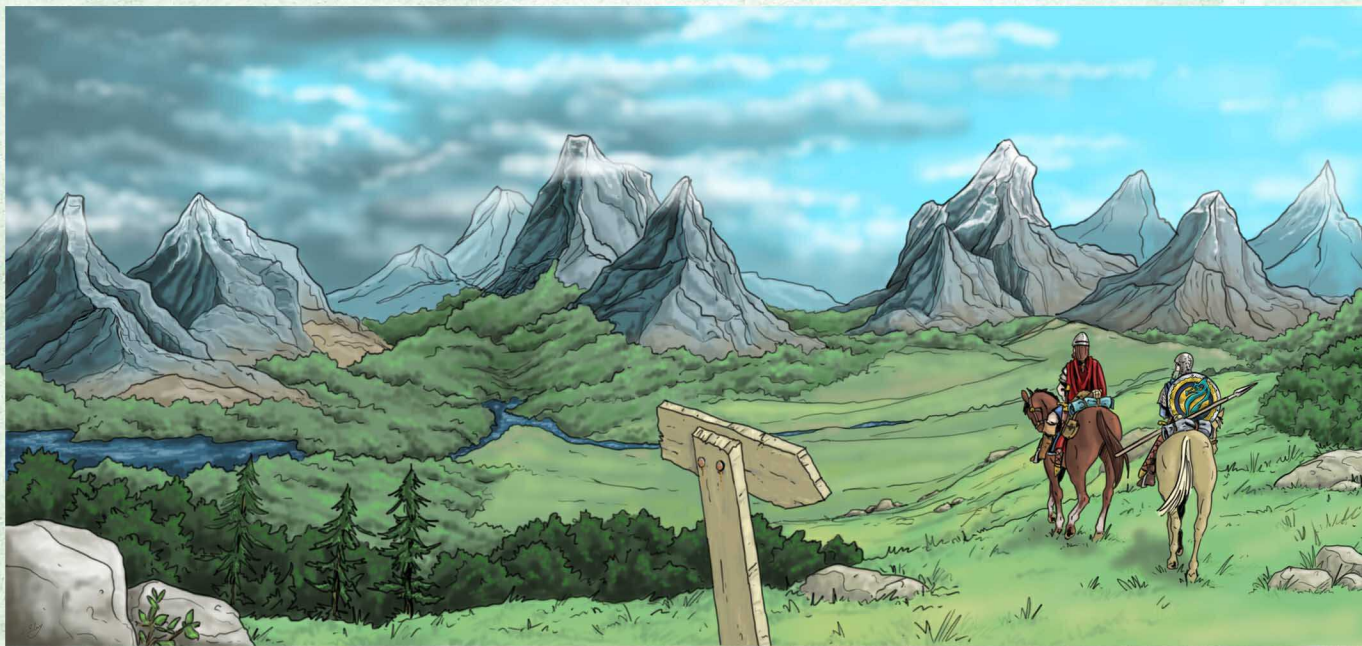
The prologue may contain:

-Known or secret objectives of the group during the event;

-Mail or attempted communication with NPCs potentially present or involved in the scenario;

-A reminder or formalization of the relationship between an element of the group's history and a narrative element present in the event synopsis;

-Items, powers, and such, that the group would like to take along or use.



Le Couronnement du Roy

Brief summary of the event's schedule

Act 1 – The Coronation Ceremony – 2PM to 5PM

Location: Église St-Pierre de Shawinigan (792 Hemlock ave., Shawinigan, QC G9N 1S7)

10:00 to 13:30 : Act 1 Check-in at the Duché de Bicolline

13:00 to 14:00 : Check-in at the Church

14:00 : Ouverture des portes aux invités.

14:00 to 14h45 : Entrées annoncées des invités de marque et causeries avec la noblesse.

14:45 : Début de la cérémonie de couronnement (fermeture des portes)

15:40 : Discours du Roy

16:00 : Fin de la cérémonie

16:00 to 17:00 : Audiences des délégations et invités de marque et causeries avec la noblesse du monde

17:00 : Fin de l'Acte 1

Intermission - Pause, transit and meal – 5PM to 6 :30PM

Acte 2 – Coronation Celebrations – 6:30PM to 11PM

Location: Duché de Bicolline (1480 Chemin Principal, St Mathieu du Parc, QC G0X 1N0)

From 18:00: Act 2 Check-in

18:30 : Doors open

18:30 to 20:00: Audiences with the King

19:30 : Archery Tournament

20:00 : Coronation Cake service

20:30 : Royal Auditions

21:30 : Allegiance Contest

- After the end of the animation, the hostel will remain open until 3am..



Le Couronnement du Roy

Food and Drinks

Bars

Throughout the evening the Auberge will be open with a bar service for alcoholic and non-alcoholic drinks.

Don't forget your mugs!

Only Duché de Bicolline points of sale are allowed and no alcohol may be brought onto the site during the activity.

Food

Food will be available at the Boucanier's tent, which will offer a choice of salads, hamburgers, poutines, hot dogs, etc. throughout the evening.

It is also possible to add the "Banquet" option to your registration at the price of 28\$+taxes, only for participants who attended the coronation ceremony (Act 1). See the menu in the "Registration and Check-in" section below.

Accommodation on site after the event

All owners of buildings on assignment only, will be able to stay in their building after the activity.

Accommodation is only allowed in the buildings on site: no tents or pavilions can be erected.

Leaving the Duché

All participants must leave the site by **2pm** the following day (Sunday June 12th).

Cars will be able to access the site the day after the event, on June 12th, from **8am to 2pm**..



Le Couronnement du Roy

Registration and Check-in Procedures

To register you need:

To be 16 years-old plus one day.

Complete the online registration form and pay the fee

Act 1&2 – Coronation Ceremony AND Celebrations

75\$+tx for membres

85\$+tx for non-membres.

A Royal Invitation is required to register for Act 1

The deadline for registration is Friday June 10 th 2022 at 6PM.

Register online at [web address].



It is possible to add the “Banquet” option to your registration for \$28+tax.

On the menu: a BBQ with three types of meat (beef, chicken and pork) accompanied by rosemary-tarragon potatoes with white bacon sauce, 3 choices of salad (Caesar, broccoli-cranberry-cauliflower salad and pasta salad with vegetables). For dessert, chocolate or vanilla ice cream cake.

Check-in procedures for Act 1 :

-You will be greeted at the Duchy of Bicolline between **10am and 1pm**. You will be given your bracelet and 5 solars. A population card (Scenario Card) will also be given to participants who are members.

-During this period (**10am to 1pm**), the site will be accessible to vehicles to allow you to access your buildings.

-You are advised to arrive early. Since parking is limited in Shawinigan in front of the church, carpooling from the Duché de Bicolline is recommended.

Ceremony location: Église St-Pierre de Shawinigan

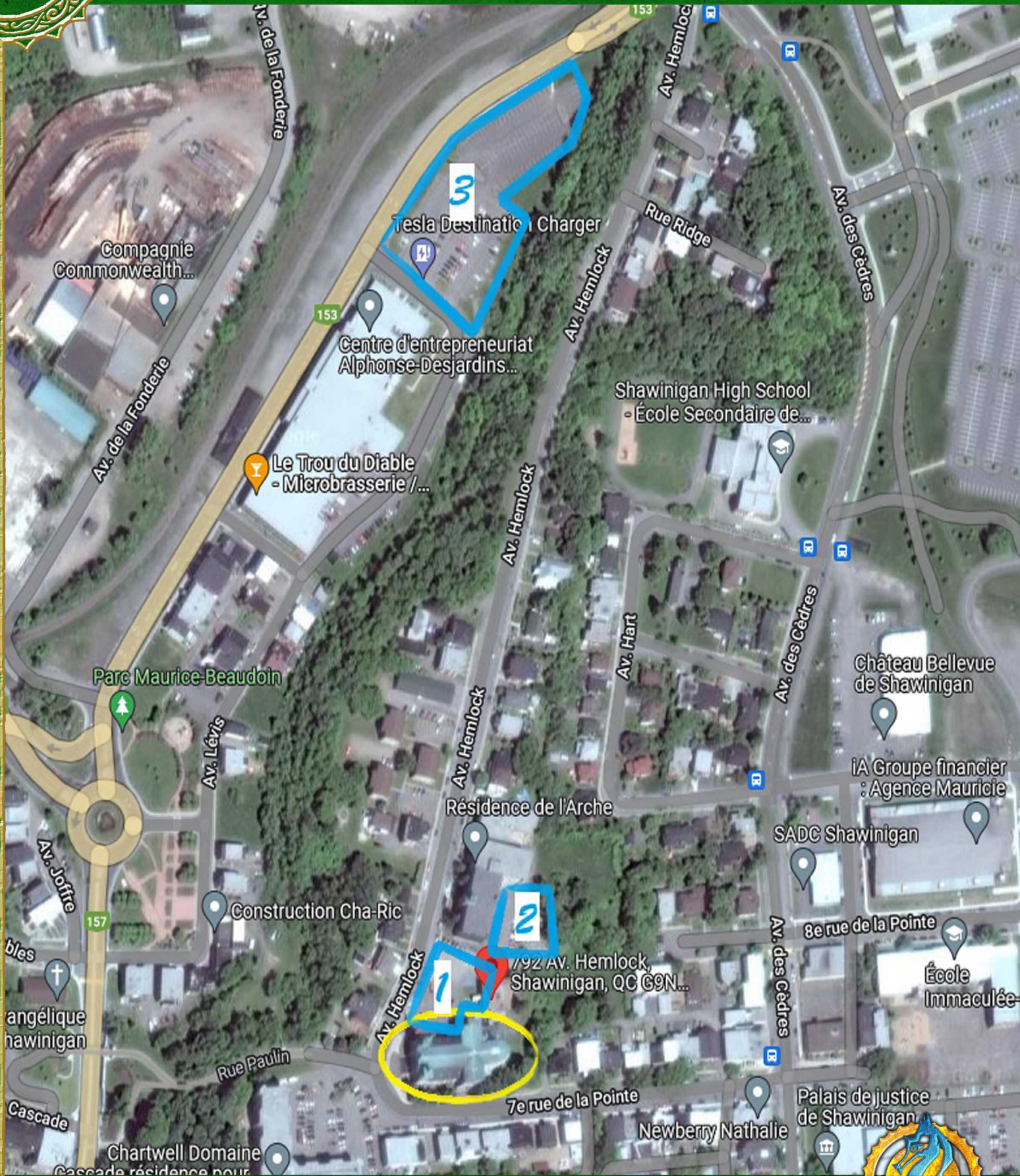
(792 Hemlock ave., Shawinigan, QC G9N 1S7). Two additional parking lots, within 5-minutes walking distance, are also allowed : Digihub Parking lot (1250 Av. de la Station, Shawinigan, QC G9N 8K9) and Résidence de l'Arche parking lot (862 Av. Hemlock, Shawinigan, QC, G9N 1S7).

- You must be at the church in Shawinigan by **1:45pm** at.

-The latest. The event starts at **2pm**.



Le Couronnement du Roy



Le Couronnement du Roy

Acte 2 Only- Coronation Celebrations Only

25\$+tx for membres

30\$+tx for non-membres

Registration deadline is Friday June 10 th 2022 at **6PM**.

No registration at the door

Inscription en ligne à [adresse web]



Check-in procedures for Act 2:

The reception will take place at the Duché de Bicolline from **6 pm**. We will give you your bracelet and 5 solars. A population card (Tavern card) will also be given to participants who are members.

* This will be the last Tavern Card handed out until further notice.

Security

We are all responsible for our own safety and the safety of others. No violent behavior, either physical or psychological, and no heavily intoxicated state will be tolerated during the event under penalty of expulsion.

The pleasure of all depends on the individual responsibility of each one.

For any emergency, please note that the reception desk is open 24 hours.

Contact

E-mail general information : info@bicolline.org

Game Masters: maitredejeu@bicolline.org

Website : www.bicolline.org

Phone :

Reception desk : (819) 532-1755

Adresse: Bicolline, 1480 Chemin Principal, St Mathieu du Parc (Québec), Canada G0X 1N0



Le Couronnement du Roy

Special Rules – Special Scenario

No physical fight

The stage of Act 1 is a desecrated church rented for the occasion. By its nature, the church is decorated with original works of art of inestimable value. Consequently, fighting is strictly forbidden inside as well as any ruckus that may result in vandalism. Food and drink are also prohibited. The Duché asks you to be respectful of the place.

During Act 2, although it is a special scripted event, fighting is not allowed in the village of Bicolline, as it is during a Soirée thématique or the Bal Pourpre. The scenario takes place on the estate of the Royal Family of Andore and the presence of multiple healers and guards means that simple violence is not the answer to an altercation.

Criminal Actions

For both Acts, actual criminal actions such as theft, burglary and breaking and entering are strictly prohibited. However, some quests may involve the simulation of illegal activities or even acts of violence. Official documents detailing the limitations will be given to participants involved.

To summarize, if you haven't been given a specific quest marking the possibility of committing rogue acts, treat this event as a Soirée Thématique:

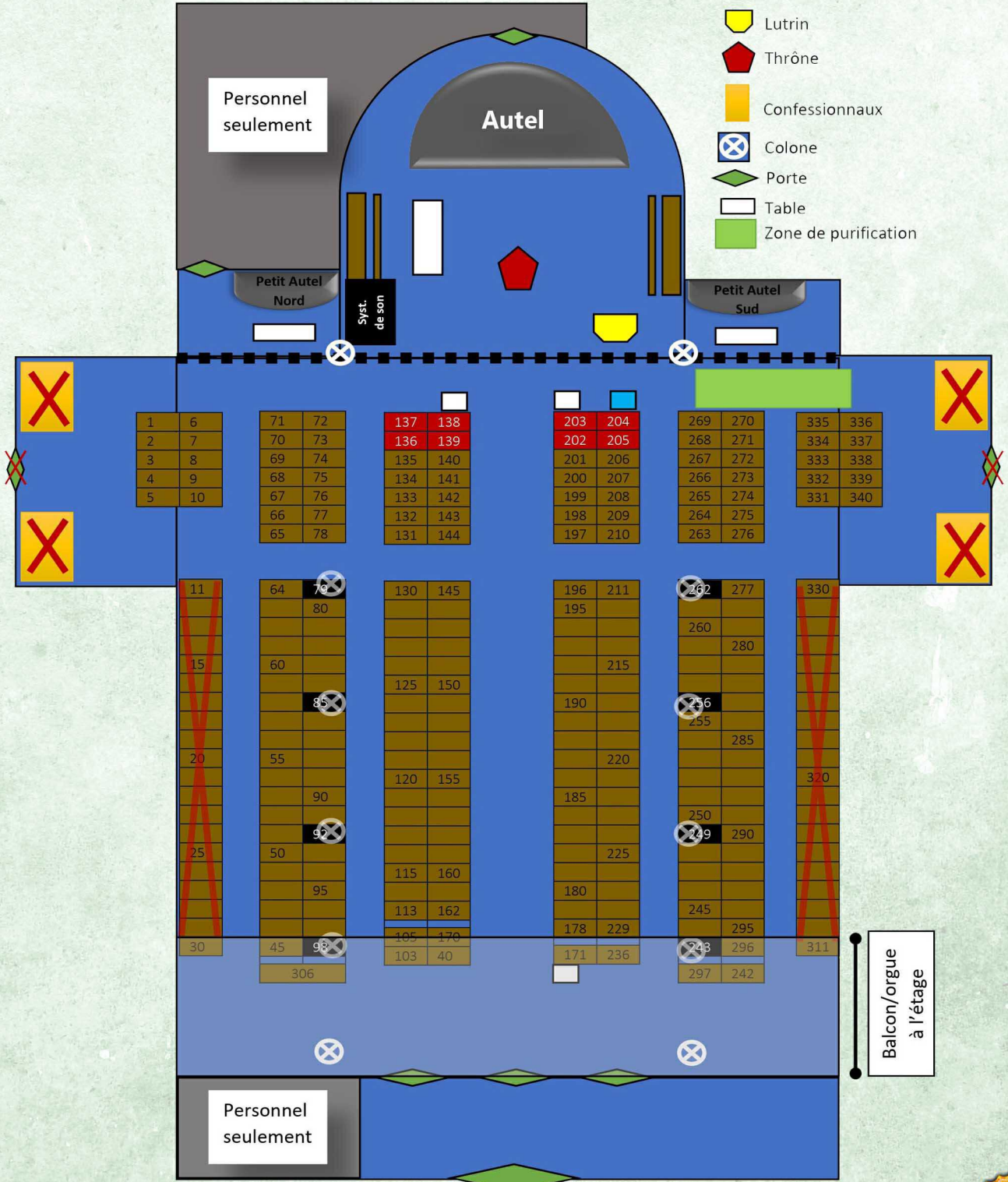
- Theft of game material (including purses, chests, solars, prizes, cards and objects belonging to other participants or to the organisation) is forbidden and is not part of the game allowed at Bicolline.
- Breaking and entering is prohibited: it is forbidden to dismantle or break locks, padlocks, hinges and game equipment and to enter another participant's tent or building without his or her permission.
- Any offender will be banned from the activities of the Duché de Bicolline and from participating in the geopolitical game.





Le Couronnement du Roy

Annexe 1: Plan de l'église Saint-Pierre



Appendix 2: Address Protocol to the King of Andore

Address Protocol to the King of Andore

Physical contact

- DO NOT touch His Majesty
- Not directly with your hands or indirectly with an object.
- You don't give a handshake to a person of royal blood before that person extends his hand to you.

Greeting

A simple Bow is enough (to bend more or less deeply, bringing the shoulders forward and bending at the hips)

- The “depth” depends on your rank or respect
 - A peasant will go very low, a minor nobility will go low, and a member of the high nobility bends just enough so that it is easily and unmistakably noticeable.
 - A king of another nation bends only a little out of politeness.
 - To show respect, you need only bow more than your rank requires.
 - If you are taller than the King, you should at least bow enough to be lower than the King's eyes.
 - Likewise if the King is seated.
- Genuflecting for ladies may be sufficient following the same “depth” rules.
- If wearing a hat, it should be removed and held over your heart or behind you.

Handkissing

- Handkissing is not custom in Andore and is usually not done until the King is married.
- If, for some rare reason, the Roy invites you to kiss his hand, you kiss a ring.
 - The ring closest to the center (Major > Index > Ring finger > Auricular).
 - The thumb ring never counts.
 - If he is not wearing a ring, you just gently blow on his hand without touching him with your lips.

Verbal Address

- The first time one addresses the King, one should say “Majesty”.
- Thereafter, “Sire” or “Your Grace” will suffice for subsequent times.
 - “His Majesty”, “My King”, “(Your) Highness” are also acceptable.

Leaving

- Do not turn your back to the King for the first few steps when you leave.
 - Once away you can turn around and walk normally.
- As with the greeting, the higher your nobility rank, the sooner you can turn around.

