



Game

Grande Bataille de Bicolline - Edition 1024

July 24, 2024



Duché de
BICOLLINE

The masculine gender is used in this document as a neutral and inclusive gender. The masculine gender is used solely to lighten the text and make it easier to read.





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The Grande Bataille de Bicolline is an immersive, participatory event at 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. Elves, orcs, pirates, monsters, mages, courtesans and valiant knights gather for seven days of shows, banquets, feasts, tournaments, encounters, games and battles, leading some 5,000 participants to an epic battle!

Coordination team

Putting on an event of this scale is only possible thanks to the involvement of a dedicated team whose primary concern is the success of the event. The Game coordination team for the 1024 edition of the Grande Bataille de Bicolline is made up of a coordinator supported by an assistant, managers, team leaders and, of course, a dedicated team of volunteers.



Martin Champagne
Game Coordinator



Simon Legault
Game Assistant and Quest
Manager



Josée-Anne Bilodeau
Manager, Records Office



Philip Morgan
Team Leader, Boss's
Office



David Magny
Team Manager,
Dailypocampe



Christiane Carrère
Team Manager, Large
Archives



Denis Lafond
Team Leader, Large
Archives

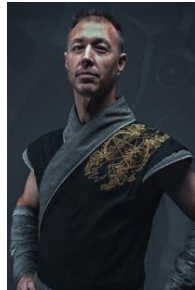


Game masters team

All the quests and acting involved in the game require a vivid imagination and a colossal writing effort. The five Game masters head an entire team, often working behind the scenes, including scriptwriters, a costume designer, make-up artists and countless actors, all dedicated to providing you with unforgettable moments.



Francis Bonenfant
Maritime stowaway



Charles Bilodeau
Occult Magic



Martin Champagne
Arts
Exploration



David Huneault
Military
Trade



Nicolas Saucier
Beliefs
Politics



Artistic sphere

The Grande Bataille de Bicolline is full of opportunities for artists to showcase their talents. You can join in the official events described below, but you're also completely free to practice your art to your heart's content, whether just for fun or in exchange for a few solars.

Quests

You can take part in artistic quests on the second floor of the Banque de l'Hippocampe, according to the Banque de l'Hippocampe schedule. Table 1.

Table 1 Schedule of artistic quests

Day	Time zone	Activity
Monday, August 12	10 a.m. to 12 p.m.	Quest distribution
Tuesday, August 13	10 a.m. to 12 p.m.	Quest winnings discount
Wednesday, August 14th	10 a.m. to 12 p.m.	Quest distribution
Thursday, August 15	10 a.m. to 12 p.m.	Quest winnings discount
Friday, August 16	10 a.m. to 12 p.m.	Quest distribution
Saturday, August 17	10 a.m. to 12 p.m.	Quest winnings discount

Activities

Boss's office

Objective

- Rewarding players who contribute to Bicolline's beauty through the arts



Schedule

Table 2 Timetable of the Manager's Office

Day	Time zone
Monday, August 12	12:00 to 4:00 pm
Tuesday, August 13	12:00 to 4:00 pm
Wednesday, August 14	12:00 to 4:00 pm
Thursday, August 15	12:00 to 4:00 pm
Friday, August 16	12:00 to 4:00 pm

How it works

- **Posting offers and requests for artistic services:** Players can come and post ads in the office for consultation.
- **Contract registration:** Players wishing to conclude a contract can come to the office to register it. Contracts can be registered for performances on the same day or on subsequent days, but same-day contracts cannot be visited by a critic. If an artwork has been produced in advance (eg painting), the handover of the artwork to the applicant will be considered as the moment of completion of the contract, and may be visited in the days following the signing of the contract.
 - Please note: *contracts will be awarded a critic's visit based on the interest generated by the artist's visit to the Patron's Office. While any contract can be signed, players will need to demonstrate showmanship if they want to generate interest and possibly earn a visit from the critic. In practical terms, this means that your visit to the Patron's Office is nothing less than a full-blown audition. You'll be invited to stand on a promontory and sell your salad, in whatever medium you choose.*
 - It is possible to have a contract issued for completion on Grande Bataille Monday. To do so, please write an e-mail to pharmaphil@gmail.com to sell your salad and hope for a visit from a critic.
- **Posting contracts:** Contracts selected for a review visit will be posted the day after they are submitted. Players can then pick up their contracts and confirm the reviewer's visit.
- **Grand Patron display:** Throughout the week of the Grande Bataille, the Patron's office will compile the contracts awarded by the guilds. Every day, a table of the "top 3" patrons will be displayed. The top 3 will be compiled by the sum of contracts awarded in solars. Only solars paid to artists from other guilds will be considered. Although players will see the top 3, the amount



paid by each will be secret. On Friday at 4:00 pm, the Grand Patron will be awarded a patron card.

- **Dispute resolution:** If a player has a disagreement with the other contracting party OR a disagreement with the Patron, he/she may ask the Patron or his/her Second in Command to settle the matter.
- **The Patron's festivals:** For the Grande Bataille, the Patron will reward 5 patrons who will each organize a festival. A festival is an activity open to the general public that showcases at least 8 artworks by different artists or groups of artists. For example, it could be 8 paintings, a song contest with 8 music groups, a public show with 8 fire-eaters/jugglers/dancers, etc. The number can vary, but must be equal to or greater than 8. The organizer must sign a contract with each artist/artist group. At the close of the festival, all artists will receive an Admirer card and the organizer will receive a Patron card. Guilds wishing to organize a festival must contact the Patron's office BEFORE August 2024 (pharmaphil@gmail.com).
- **Critic's visit and performance evaluation:** The critic's visit is a great opportunity! For this reason, the critic should arrive on time and be clearly identified. He or she should be received with a certain amount of deference, but it should be clear that any attempt at bribing will be refused. The artist must be reasonably on time, while taking into account the realities of Bicolline. The critic will evaluate according to his or her judgment and the criteria mentioned below. If the performance meets expectations at least in part, an Admirer card will be awarded to the artist. If the critic judges the performance to be exceptional, the artist may be awarded an Artist card.

If the performance is particularly disappointing, the critic may postpone the judging until the following day in order to consult his colleagues. It's possible that no cards will be handed out, and the Patron or his representative can then go and talk to the players. If a performance deliberately falls short of expectations, and a critic has been moved for nothing, the artist should understand that his reputation with the Patron's office will suffer, and he will have little chance of being considered for future commissions. Please note: The only way for a player to obtain an Artist card is through an outstanding performance in the field. The only way for a guild or a player to obtain a Patron card is to encourage artistic performances in the field. In addition to the awarding mechanisms laid down by the Patron's Office, the Patron himself or his second-in-command has the discretionary power to award an Artist or Patron card. The mere fact of asking to receive one, nullifies the chances of obtaining one. Artist and Patron cards can be used to set up a Patron's Tour in the geopolitical part of the game, as described in the table of artistic sphere actions in rule 7.2.

- **Evaluation grid:** The purpose of the evaluation grid is to support critics in their assessment of the artwork, enabling them to qualify what they are witnessing according to the objectives of the Patron's Office. In this sense, without becoming a popularity contest, the grid helps to assess whether the artwork in question meets the idea of entertaining other players and enriching Bicolline's appearance in a medieval fantasy context.



The grid comprises three simple criteria:

- Authentic performance in a medieval fantasy setting
 - ♦ The authenticity of the artwork refers to the tools, techniques and materials used. The more authentic they are, the more favorable the assessment will be.
 - ♦ Use of modern materials, techniques and tools: digital printing, 3D printing, pre-recorded music, etc.
 - ♦ Mixed use of traditional materials, techniques or modern tools: use of amplifiers with musical instruments, cooking with BBQs, sculpture with modern tools
 - ♦ Use of period materials, techniques and tools: historical instruments, oil painting on canvas or wood, fire-baking, traditional dance, etc.
 - ♦ Bonus point: if an artwork was conceived and produced in whole or in part on the Bicolline field
- Effort invested in creating performance
 - ♦ The effort invested gives credit to the time and experience a player has used in creating the artwork. For this criterion, it's a good idea to award mandates to critics with a certain amount of knowledge themselves, if possible. The assessment will reflect the artist's degree of investment.
 - ♦ The artwork was conceived quickly or improvised
 - ♦ The artwork required several hours of work or the coordination of 2-3 players.
 - ♦ The artwork is the result of solid experience, several months/years of work and the coordination of more than 2-3 players.



- Community outreach for the artwork
 - ♦ The artwork is presented inside the guild or benefits a restricted group of players: a painting inside a camp, a guild meal, music around a fire circle.
 - ♦ The artwork has been presented to another guild, or shows evidence of a public exhibition: the artist travels to another camp, performs on a public stage but off the main roads, or offers an invitational show but with a large, diverse audience, etc.
 - ♦ The artwork has been specially promoted and has greatly benefited several players: the artist performs in the trollball arena, on a stage accessible to the general public or across the Bicolline field.
- **Repeated artwork:** To be fair to all players, physical artwork (sculpture, stained glass, etc.) done before the year 2024 is not counted. Many of these artworks were awarded and listed in 2023. The same applies to artwork that has been repeated and/or reproduced in a generally similar way for sales purposes.
- **Culinary arts:** As the culinary arts (tea, cocktails, meals, etc.) have their own organization, they are not governed by the Patron's Office.
- **Group performances:** For performances by a group of artists, the critic will issue an Admirer card for every 2 people, rounded down.
- **La tournée des trouvères:** Artists wishing to promote themselves must go to the Patron's Office and apply for an Artistic Passport. To obtain the passport, they must demonstrate their talents to the Patron's Office. Once the passport has been obtained, they must track down at least 8 guilds from 8 different nations. At each one, they'll give a short demonstration. If the guild deems the performance worthy, the artist will be awarded a stamp in the passport. The completed passport can be returned to the Patron's Office to obtain a fan card. Each Arts Minister who has suggested two guilds will receive a Patron card. Artists must offer a performance worthy of the Patron's Office. Art must be decorative, tasteful, creative and reflect the artistic involvement of the troubadour. Performances may be impromptu or not, but must respect reasonable hours and the integrity of the camps. The guilds hosting the artists are not required to pay for the performances, but as the trouvères are usually indigent, any tip in solar or food is welcome.

Poetry evening

Objective

- To provide a forum for all poets in the Duché de Bicolline to express their art through the oral tradition.

Schedule



- Monday, August 12 in the basement of the Auberge from 8:00 to 10:00 p.m.

How it works

- Poets wishing to participate need only arrive in the basement of the Auberge by 7:30 p.m. to register.
- Poems should be no longer than one page.
- Each poet will receive 50 solars and a fan card for taking part in the event.

Bard concert

Objective

- All of Bicolline's bards take to the stage to perform a song from their repertoire.

Schedule

- Tuesday, August 13 on the balcony of the Auberge from 8:00 to 10:00 p.m.

How it works

- All bards wishing to take the stage must be present on the balcony of the Auberge by 7:00 pm.
- At 7:30 p.m., registration for the concert closes and it will no longer be possible to secure a place on the evening's schedule.
- Registered bards will be called upon to perform in turn by the master of ceremonies.
- Each bard will receive 50 solars and a fan card for taking part in the concert.

Culinary art competition

Objective

- To provide as many chefs as possible with the opportunity to showcase their culinary talent to as many people as possible, and to their peers.

Schedule

- Wednesday, August 14 on the first floor of the Auberge from 2:00 to 4:00 p.m.

How it works

- All chefs are invited to present their creations to the public simultaneously. Instead of providing one plate each, chefs will be asked to produce a mouthful that showcases their culinary skills



and knowledge. *The number of bites to be produced will depend on the number of participants registered.*

- **Registration:** To register, simply send the following information to concoursculinairebico@gmail.com (name, character name, guild and nation). Registration closes on July 31. Once registration closes, participants will be informed of the number of bites to be produced for peer review.
- **Assessment :**
 - Creativity: 40% (includes product selection, techniques used, balancing of flavors, etc.).
 - Execution: 20% (takes into account difficulty of execution and quality of final result)
 - Presentation: 20% (evaluation of overall organoleptic qualities)
 - Peer review: 20%.

Meet the Game master

Game masters from the artistic sphere are available for short informal discussions on the 2^e floor of the Banque de l'Hippocampe, according to the Banque de l'Hippocampe schedule. Table 3.

Table 3 Meeting schedule with the artistic Game masters

Day	Time zone
Tuesday, August 13	10 a.m. to 12 p.m.
Thursday, August 15	10 a.m. to 12 p.m.
Saturday, August 17	10 a.m. to 12 p.m.

Clandestine Sphere

Bicolline's underworld is a universe in itself, a waltz sometimes subtle, other times brutal, between insiders fighting for the most profitable territories, and the honor of their group. The clandestine sphere is one of finesse. All crime is clandestine, but not all clandestinity is criminal. The crown spies and privateers of this world work in the underworld, serving an ideal galvanized by the authority of a sovereign. But what's the difference between a tollgate guard and a highwayman, if not the story he tells before taking a penny from passers-by?

What's it like to live on the bangs of established norms, in the company of people who aren't always honest? Going underground during the Grande Bataille lets you experience the thrill and adrenaline rush of pulling off a big score, or even a minor petty theft.



Quests

The clandestine sphere's narrative quests are carried out by its initiates. Quests may take place during the week, as well as during battles. Information will be passed on to the heads of the official underground organizations concerned.

Activities

Le coup des fins Finauds III - The Final Phase

For another year, a game of burglary will take place in the evenings from Monday to Friday. Rascals are looking for guilds willing to be willingly instrumentalized in a high-profile burglary competition between underground guilds. To participate as a target, a guild must :

- A "hideout" is a section of a hut, room, tent or camp dedicated to gaming. Not open to the public at all times, the hideout must be a place used by guild members, to which strangers are sometimes invited. The inside of the hideout must be decorated. It can't be a private room, a private tent, or the 2nd floor of a cabin.

The role of victim is not open to clandestine organizations, i.e. guilds with an underground lair in the geopolitical game.

If you are selected, between 7pm and 11pm one evening, an item will be provided and placed in an accessible location in your safe house. Master burglars will attempt to steal it from you unseen, most likely exposing you to several attempts at wacky distraction, sleight of hand and comical hoaxes.

Selected guilds will receive a participation grant of fifty (50) solars, with the possibility of a performance bonus for catching master burglars red-handed.

If you are interested, please contact the Clandestine Game master at francis.bonenfant@bicolline.org with :

1. Description and location of your hideout
2. Your favorite evening to host this event.

Meet the Game master

It is possible to meet the Game master of the underground sphere for short informal discussions on the second floor of the Banque de l'Hippocampe according to the schedule of the Table 4.



Table 4 Meeting schedule with the underground sphere Game masters

Day	Time zone
Monday, August 12	1:00 pm to 6:00 pm
Wednesday, August 14	1:00 pm to 6:00 pm
Friday, August 16	1:00 pm to 6:00 pm

Commercial sphere

There are plenty of bargains to be had on the streets of the Duché de Bicolline! And the best part of it all is that everyone who trades calls himself an "honest merchant". For guild transactions concerning your assets and properties, however, you'll need to meet with a banker at the Banque de l'Hippocampe or a Records officer in the basement of the Auberge to join a guild.

Quests

Commercial quests are permanently posted on Banque de l'Hippocampe notice boards inside and out. Check back regularly, as new offers may appear every day!

Activities

Banque de l'Hippocampe and Records Office

Objective

- Enable players to collect their guild income, as well as make certain changes such as title deeds and seal selection. New players wishing to join a guild will be able to do so in the basement of the auberge.

Schedule

- The Banque de l'Hippocampe and the Records Offices in the basement of the Auberge are open according to the schedule shown in Table 5.



Table 5 Banque de l'Hippocampe and Records Office opening hours

Day	Time zone
Sunday, August 11	12:00 to 4:00 pm
Monday, August 12	12:00 to 4:00 pm
Tuesday, August 13	10:00 a.m. to 12:30 p.m.
Wednesday, August 14	12:00 to 4:00 pm
Thursday, August 15	10:00 a.m. to 12:30 p.m.
Friday, August 16	10:30 a.m. to 4:00 p.m.
Saturday, August 17	10:00 a.m. to 12:30 p.m.

How it works

Guild leaders or their treasurers will be able to recover the income from their estates, ships, lairs and trade routes, as well as their maintenance bills. Maintenance payments must be made without fail by 4 p.m. Friday, failing which estates and ships will be seized by the Banque de l'Hippocampe. The Banque de l'Hippocampe is also where guilds collect their seals and ducal letters.

Make sure you have a profile picture on your account so our bankers can recognize you.

Leaders of new guilds who have already applied to create a guild can pay for the 10 population cards needed to create their guild. If a guild is sponsoring the guild, its leader or treasurer and a seal from that guild must accompany them.

If your guild is not complete, it is the guild leader's responsibility to send new members to the basement of the auberge to join your guild.

The Records Office in the basement of the auberge is also the place to deposit your cards and solars in your guild's virtual vault, which you can use to build buildings and invest your assignments. Anyone can deposit in a guild's virtual safe.

Banque de l'Hippocampe Auctions

Objective

- Enable players to acquire trade pacts and never-before-seen prizes, if they're prepared to pay the price!

Schedule

- Wednesday 3pm in front of Banque de l'Hippocampe.



How it works

- All payments must be made immediately after the auction in sounding solars or in bills of exchange of the Duché de Bicolline.

Occult auctions

Objective

- Enable players to acquire never-before-seen items and prizes of an occult or magical nature, if they're prepared to pay the price!

Schedule

- Tuesday, 9pm at Les Grandes Archives.

How it works

- All payments must be made immediately after the auction in sounding solars or in bills of exchange of the Duché de Bicolline.

Le Tripot

Objective

- Providing players with the opportunity to test their luck by getting richer or poorer at the various gaming tables.

Schedule

- Thursday, August 15, from 8:00 to 10:00 pm in the basement of the Auberge.

How it works

- Bets are made in solars and coins, with a maximum bet of 5 solars for the Black Jack and Roulette tables.

Meet the Game master

It is possible to meet the commercial Game master for short informal discussions on the first floor of the Banque de l'Hippocampe according to the schedule in Table 6.



Table 6 Meeting schedule with commercial Game masters

Day	Time zone
Saturday, August 10	12:00 to 4:00 pm
Sunday, August 11	12:00 to 4:00 pm
Monday, August 12	12:00 to 4:00 pm
Tuesday, August 13	10:00 a.m. to 12:30 p.m.
Wednesday, August 14th	12:00 to 4:00 pm
Thursday, August 15	10:00 a.m. to 12:30 p.m.
Friday, August 16	10:30 a.m. to 4:00 p.m.
Saturday, August 17	10:00 a.m. to 12:30 p.m.

Belief sphere

A perfect blend of field and virtual play, knowledge of the world and the self, magic and the supernatural, combat and healing, divine and ethereal mysteries and grounded and concrete community...the Belief sphere has many facets. Beliefs unite players in an alliance that balances regions and connects across guilds. Their aim is to create a game for their followers, a game that reflects their image and tastes.

This year, we're continuing with the themes of previous years and developing more tools to enable beliefs to better serve their players.

Mystics

If you'd like to join the Order of Mystics who evaluate ceremonies and give the beginner-level quest, write to nicolas.saucier@bicolline.org . Priority will be given to those who have already done so.

Quests

As every year, there will be several belief quests, including at least one for each level (beginner, intermediate and advanced). Keep an eye on the bulletin boards. Preview in brief (others may be added):

- **Beginner:** participation and preaching evaluation
- **Intermediate:** The second mystic is looking for something



- **Advanced:** Philosophical questions in theological studies

Activities

Preaching

Preaching will take place **Monday to Friday between 10:00 and 18:00**. There will be a preaching area near the Auberge (Haute Ville) and one near the stage (VIEILLE-VILLE). Each faith will be entitled to two hours. The schedule will be posted on all bulletin boards (details of how to reserve a time slot will be sent to the clergy of each faith).

Again this year, preaching will be linked to the beginner's quest for belief.

Theological tea party

Le Grand Mystique invites all faiths to a theological encounter on **Monday August 12 at 1:00 pm to 3:30 pm in the basement of the Auberge**. Announcements will be made, and philosophical and theological questions will be asked in a "tour de table" mode. One representative per faith at the table, but all are welcome to listen. Questions will be sent in advance to the clergy of each faith.

Ceremony

Faith clergy can start reserving a ceremony time slot by writing **before August 4** to nicolas.saucier@bicolline.org with the date, place and time. Only one reservation per faith, so please coordinate your requests.

Meet the Game master

It is possible to meet the Game master of the belief sphere for short informal discussions in front of the Banque de l'Hippocampe according to the schedule of the Table 7.



Table 7 Meeting schedule with the belief sphere Game masters

Day	Time zone
Monday, August 12	11:00 a.m. to 12:00 p.m.
Tuesday, August 13	11:00 a.m. to 12:00 p.m.
Wednesday, August 14	11:00 a.m. to 12:00 p.m.
Thursday, August 15	11:00 a.m. to 12:00 p.m.
Friday, August 16	11:00 a.m. to 12:00 p.m.
Saturday, August 17	11:00 a.m. to 12:00 p.m.

Exploration sphere

Bicolline is a vast world with a multitude of unexplored territories. Whether you're a long-time resident of the Duché, just passing through or visiting for the first time, there's sure to be something you haven't explored yet!

Quests

You can participate in artistic quests on the second floor of the Banque de l'Hippocampe, according to the Banque de l'Hippocampe schedule. Table 8.

Table 8 Exploration quest schedule

Day	Time zone	Activity
Monday, August 12	10 a.m. to 12 p.m.	Quest distribution
Tuesday, August 13	10 a.m. to 12 p.m.	Quest winnings discount
Wednesday, August 14th	10 a.m. to 12 p.m.	Quest distribution
Thursday, August 15	10 a.m. to 12 p.m.	Quest winnings discount
Friday, August 16	10 a.m. to 12 p.m.	Quest distribution
Saturday, August 17	10 a.m. to 12 p.m.	Quest winnings discount



Activities

Ambassadors' cocktail

Objective

- Make first contact with the ambassadors of Terra'Kana, the New World.

Schedule

- Tuesday, August 13, 6:00 to 8:00 p.m. in the basement of the Auberge.

How it works

- You must be in possession of an invitation card from the ambassador to be admitted.

Meet the Game masters

It is possible to meet the Exploration sphere Game master for short informal discussions on the 2^e floor of the Banque de l'Hippocampe according to the schedule of the Table 9.

Table 9 Meeting schedule with the exploration sphere Game masters

Day	Time zone
Monday, August 12	10 a.m. to 12 p.m.
Tuesday, August 13	10 a.m. to 12 p.m.
Wednesday, August 14	10 a.m. to 12 p.m.
Thursday, August 15	10 a.m. to 12 p.m.
Friday, August 16	10 a.m. to 12 p.m.
Saturday, August 17	10 a.m. to 12 p.m.

Magic and Occultism spheres

Bicolline is a fantasy world opening the door to a multitude of quests and adventures involving various supernatural powers. Although you can meet experts in these arts throughout the Duché, you can



always visit the Tour de Magie et d'Occultisme to learn about the arcane or perfect your skills by taking on the challenges and missions on offer.

Quests

You can take part in quests of a magical or occult nature by visiting the Tour de Magie et d'Occultisme according to the schedule on the Table 10.

Table 10 Tour de Magie et d'Occultisme schedule

Day	Time zone
Monday, August 12	9:00 am to 12:00 pm and 1:00 pm to 5:00 pm
Tuesday, August 13	9:00 am to 12:00 pm and 1:00 pm to 5:00 pm
Wednesday, August 14th	9:00 am to 12:00 pm and 1:00 pm to 5:00 pm
Thursday, August 15	9:00 am to 12:00 pm and 1:00 pm to 5:00 pm
Friday, August 16	9:00 am to 12:00 pm and 1:00 pm to 5:00 pm

Activities

Tour de Magie et d'Occultisme

Objective

- Enable participants to take part in quests of a magical and/or occult nature.

Schedule

- See Table 10 above.



How it works

The Tour de Magie et d'Occultisme (TMO) is located in the "City" and is open to all players wishing to learn more about the magical arts and occultism of the Hippocampe world.

Major change: the host guild

A group or guild has been approached to host TMO for the current year, in order to personalize the experience offered. Although this is a long-established and well-known guild, neutrality, fairness and inclusivity are paramount to the very concept of TMO to enable an extraordinary atmosphere for all who show up. With this in mind, the host guild goes to great lengths to promote the game board and offer everyone a memorable experience.

This game board is managed by a dedicated team who will guide and orient you as needed. The TMO is a diegetic universe designed to facilitate player integration and increase immersion decorum.

Quests will be posted and assigned to those wishing to embark on the adventure! Of all types and varying difficulty, the TMO team's aim is to immerse you in a fantastic universe and let you feel the atmosphere.

Each participant who so wishes :

- Can read the various quests posted on the TMO bulletin boards,
- Must officially register with a TMO staff member; can also ask for directions if needed to set off on the adventure with confidence; each participant can only register for one or two quests simultaneously.
- Return to the TMO, once the mission has been completed, to have the achievements validated by a member of staff who can formalize the completion of the quest.

For the time being, quest rewards will take the form of "Favor Points". A table of potential exchanges of these Favor Points will be available at the TMO.

The principles of the Tour de Magie et d'Occultisme

- At all times you will be decorum and courteous
 - The team will support you if needed
 - We are all volunteers
 - Keep your modern items out of reach



- Don't be afraid, it's so easy!
 - The Tower team is made up of seasoned players who want to pass on their love of the game.
 - Openness is a key team value
- Nothing is eternal
 - Changes have been made to make quests run more smoothly and minimize queues, so please be patient.
 - Effects suffered or given during quests fade quickly. Your character won't go blind... forever. TMO quests have negligible impact on the virtual game.
- Respect for nature, materials, costumes and people.
 - No quest requires you to pick real plants.
 - No TMO quest allows or permits theft. In-game items will be easily identifiable.
 - Keep the place just as you found it.
- Grow your nature, it's only a game
 - Stay open, don't judge others on their role-play
 - Any reward is a bonus!
 - We have a reward charter, a range of appreciation and the firm intention to be fair and equitable. On the other hand, TMO managers retain full latitude over rewards, duration, number of admissions and the general flow of quests to facilitate the overall flow of the week.

Ducal couriers and virtual games

The TMO cannot be used to settle ducal mail issues.

Nothing is impossible to a valiant heart

Newcomers, old-timers and teens of all ages will be able to complete certain quests. Children will be able to complete certain quests if accompanied. TMO quests are often a form of introduction to role-playing or to Bicolline's geopolitical system.



Herbalism

Objective

- To give participants the opportunity to acquire recipes that will enable them to master herbalist skills that they will add to their personal Codex.

Schedule

Table 11 Schedule for the Herbalist's Shop on Allée marchande

Day	Time zone
Monday, August 12	10 a.m. to 12 p.m.
Tuesday, August 13	10 a.m. to 12 p.m.
Wednesday, August 14	10 a.m. to 12 p.m.
Thursday, August 15	10 a.m. to 12 p.m.
Friday, August 16	10 a.m. to 12 p.m.

How it works

Herbalism is a branch of the occult sphere of play in Bicolline. Its practice in the field consists in the mastery of skills, which can be used in activities such as scenarios, theme evenings or even specific quests, when specified in the event document. Recipes accumulated over time by herbalists in their Skills Codex cannot be used in the geopolitical aspect of Bicolline's game.

By definition, an herbalist is someone who uses occult recipes based solely on plant ingredients. The processes involved in obtaining a final product are as complex as they are varied, and range from maceration to concoction to infusion. The prestigious title of herbalist can only be earned over time, since it can only be achieved through practice. Once a herbalist has developed an effective recipe that he or she can repeat over and over again, following a long period of trial and error, he or she can claim to have mastered a skill. What happens then? He returns to nature in search of other ingredients to learn a new recipe and perfect his art over and over again.



Seven principles govern the way herbalism works, and will be developed individually below:

- Skills can only be acquired during the Grande Bataille;
- Levels of expertise are acquired over time;
- A herbalist's Codex must be decorum;
- The Codex cannot be bequeathed;
- Skill acquisition is permanent and maintenance-free;
- Herbalism skills can only be used in the field during specific events or official quests;
- Fair play is the cornerstone of herbalist operations

1. Skills can only be acquired during the Grande Bataille

The non-playing characters (NPCs) responsible for transmitting and teaching Herblore skills will only be present during the week of the Grande Bataille de Bicolline. This is therefore the only opportunity participants will have to meet them, a compulsory first step in obtaining a skill.

During the week of the Grande Bataille, a character can easily be found at the "Échoppe du Père Durabot" sign in the shopping alley in Haute Ville. Other NPCs are also available to teach players about herbalism, but only if you have the opportunity to meet them.

During a visit to his shop, in exchange for a Grande Bataille, Scenario or Theme Night population card, Father Durabot will give the participant a recipe. The participant can choose from all available recipes, but can only purchase one recipe per visit. Once the recipe has been chosen, the participant must then demonstrate to Father Durabot, in a role-play performance, how he would go about making the recipe as a herbalist. After guiding participants to develop their technique if necessary, Father Durabot will certify the recipe with an official Bicolline stamp.

The participant is then recognized as having the skill to carry out the recipe in his or her possession. Then begins the true quest of every herbalist: to gather the ingredients needed to practice his or her art!

To become a skill, a recipe in a herbalist's Codex must be approved by the official Bicolline stamp, affixed by Father Durabot or one of his authorized acolytes.

2. Levels of expertise are acquired over time

There are six different herbal techniques to master: balms, incenses, oils, infusions, philtres and powders. Each technique has its own specific skills. It is by mastering all the skills of a single technique and having used them in the field that an herbalist gains expertise.

The evolution of herbalists' expertise as a function of their apprenticeships is associated with certain titles:

- Pupils have not yet mastered a herbal technique



- Novices have mastered a herbal technique
- Disciples have mastered two herbal techniques
- Our experts have mastered three herbal techniques
- Scientists have mastered four herbal techniques
- The sommités have mastered five herbal techniques
- The geniuses have mastered six herbal techniques

Participants will receive a substantial reward to mark their transition from one level of expertise to another.

3. A herbalist's Codex must be decorum

The Codex is central to the practice of herbalism. To avoid mistakes, herbalists always carry it with them, and must refer to it when using a skill. No recipe can be created without the Codex. It is the Codex that serves as proof of the herbalist's learning, enabling him/her to use one skill or another during a field event.

The first page of a Codex is necessarily the identification page, given by Father Durabot, or one of his appointed acolytes, to the pupil herbalist when he learns his first skill. This is followed by all the recipes mastered by the herbalist, on which we find the official seal of Bicolline, giving the recipe the status of a skill.

When a herbalist wishes to use his skills at an event, he must produce his Codex containing the appropriate recipe (which itself bears the official Bicolline seal) and all the necessary herbs, in addition to performing the specific ritual required.



4. Codex cannot be bequeathed

Herbalist Codexes are unique and belong to the herbalist whose name appears on the identification page. A Codex can only be used by its owner.

It is possible for a guild to have several herbalists in its ranks, just as it is possible for independent players to become herbalists.

5. Skill acquisition is permanent and maintenance-free

Once the official seal of Bicolline has been affixed to a recipe in the Herbalist's Codex, the Herbalist can perform this skill as many times as he or she wishes, provided he or she has the required ingredients. Skills are not subject to any maintenance or expiration date. That said, no lost pages will be replaced. And if a herbalist were to misplace his Codex, well, he'd have to say goodbye to all his skills. Bicolline will keep no directory on the evolution or number of herbalists. It is their duty to keep their Codex in order.

6. Herbalism skills can only be used in the field during specific events or official quests.

Given the complexity of the game and the number of participants, the use of Herbalism skills will be reserved for special scenarios, theme evenings and other specific field activities. In other words, the event description will tell you whether you can use your skills during the event. In general, you can use your skills during the week of Grande Bataille on official quests, outside of combat activities. In other words, Herbalism is forbidden during Grande Bataille combat activities (battle scenarios, skirmishes, honor squads, etc.).

During official quests or field events, to be valid, the use of a Herblore skill must be approved by an on-site officiant. The officiant will first make the necessary checks to ensure that the person using the Codex is the right one, and that the skill used is an integral part of the Codex. He or she will then collect the plants needed for the recipe and ensure that the ritual is performed in accordance with the instructions.

7. Fair play is the cornerstone of herbalist operations

We're counting on all participants to be good players. This will ensure the smooth running and practical application of herbal skills.

The most important aspect of herbalism is undoubtedly the passion that participants bring to the rituals that enable them to use their skills. Be generous and make sure as many players as possible benefit from your hard-earned expertise.

In closing, please note that it is still possible for you to use Herbalism skills in your own quests and guild adventures. Just make sure that all players involved agree to their use, and of course report any plants used to a Bicolline Game master afterwards. We'll be happy to harvest the fruits of your labor, plus the tasty anecdotes that come with it!



Meet the Game master

It is possible to meet the Game masters of the spheres of magic and occultism for short informal discussions at the Tour de Magie et d'Occultisme according to the schedule in Table 12.

Table 12 Meeting schedule with the Game masters of the magical and occult spheres

Day	Time zone
Monday, August 12	5:00 pm to 6:00 pm
Tuesday, August 13	5:00 pm to 6:00 pm
Wednesday, August 14	5:00 pm to 6:00 pm
Thursday, August 15	5:00 pm to 6:00 pm
Friday, August 16	5:00 pm to 6:00 pm

Maritime Sphere

Although every sailor in the Duché de Bicolline is on the move, that doesn't mean there's nothing to do for those with sea legs.

Quests

Narrative quests will take place during the week and battles, but these are aimed at maritime guilds, captains and shipowners. Participants in the maritime world can have several objectives, from simply defending their nation's shores to exploring the new world and other Terra Incognita of the Hippocampe world.



Activities

Armada confrontation

Objective

- Give Bicolline's various admirals and captains the chance to compete in a strategic naval battle game.

Schedule

- Clashes take place on the 2^e floor of the Banque de l'Hippocampe according to the schedule in Table 13.

Table 13 Schedule of Armada clashes

Day	Time zone
Monday, August 12	1:00 pm to 6:00 pm
Wednesday, August 14	1:00 pm to 6:00 pm
Friday, August 16	1:00 pm to 6:00 pm - scenarios by invitation

How it works

- Clashes take place from 1pm to 6pm, Monday, Wednesday and Friday;
- A schedule will be posted at 2^e Banque de l'Hippocampe. Admirals can register their fleet for an hour-and-a-half (1h30) slot during which they will face another admiral;
- Admirals need to be really present in order to command their fleet;
- Each crew is made up of a minimum of 3 participants and a maximum of 6;
- There will be no effect on ships in geopolitics in the event of defeat.



Game rules

The fleet

Each team forms a fleet of five ships: a frigate, two galleons and two caravels.

The Admiral

The commander of the frigate is the admiral. He possesses powers that he can offer to his captains. The captain places his power face-down next to his ship. A ship can only receive one face-down power; once revealed, it can receive a new power from the admiral. If a ship is sunk, all its powers, revealed or not, return to the admiral.

The Captains

In a 5-on-5 joust, each player owns a ship. In a 3-on-3 game, the admiral owns the frigate and his 2 captains own a galleon and a caravel respectively.

Battle plan

Discussions take place before each turn. It is during this phase that the admiral may or may not entrust powers to his captains. During the movement phase only, it is forbidden for the admiral and captains to communicate where to move his ship.

Table 14 Ship characteristics

	Initiative	Movement	Shots	Structure / Fighters
Caravelle	1	Fast	2 + 2	10
Galleon	2	Medium	2 + 2	15
Frigate	3	Slow	2 + 2 + 1 + 1	20

Initiative

The ships with the most initiative move first. At random, team A will move its two caravels first, then team B will move theirs. Then, at random, one of the two teams will move its galleons first, followed by the frigates.

**Moving**

During movement, the ship can turn to port or starboard up to 45 degrees at the beginning, during or at the end of its movement using the jig.

A ship must move at least half its distance.

Ramming

A ship that rams an enemy ship at more than half its displacement causes 2 points of structure to the ship. A ship at less than half its displacement will cause only 1 point of structure. The rammed ship completes its movement and is pushed back about 1 inch from the rammed ship.

Boarding

When a ship manages to position itself flank to flank an enemy ship, it is considered to have collided. Each ship will receive 1 point of damage to its structure. Each ship can still fire in the firing phase and receive fire from enemy ships.

Ships in collision cannot move until the enemy ship is sunk.

Collision

When a ship accidentally comes into contact with a reef (table edge) or an allied ship, the ship suffers one structure point. Its movement is completed and it can change its orientation again by 45 degrees.

The shots

The team that finishes its moves first sees the opposing team shoot first. All shots are considered simultaneous; a sunken ship is entitled to its shots.

Ships fire from starboard and port, except for frigates, which can also fire fore and aft. Ships can fire in a 30-degree angle according to the template placed on the center of the ship's side. For frigates, the fore and aft angle is also 30 degrees. Other ships can hide the view of a target.

Each shot loses one point of structure to its target if it is at short range on 2+ on a d6, at medium range on 3+ and at long range on 4+.

A result of 6 causes 2 points of damage to the structure.

Boarding phase

Boarding is as follows: Roll 2d6 and add up your combatants (represented by your remaining structure points). The difference between the two results is the number of structure points the defeated ship will lose. If a collision involves several ships, only 2d6 is rolled per team.

The winner still receives the lower half of the structure points lost by the opposing ship.

Admiral's powers



Note that if the frigate is sunk, all Admirals' powers in its possession are lost. Powers placed on ships can still be used.

Potion of heroism (Boarding)	Doubles a ship's strength when boarded.
Scrap hammers (Boarding)	Double the dice result when boarding.
Explosive barrel	When a ship is destroyed, the explosive barrel causes 5 structure points to ships in contact.
Anchor (Movement)	Allows a ship to move up to 180 degrees before or after its movement.
Large canopy (Movement)	Enables a second movement phase
Makeshift repair (Movement)	Repairs 5 points of a ship's structure. Cannot exceed its starting maximum.
Chain gun (Firing)	Immobilizes a ship at short firing range for the next turn.
Evasion maneuver (Shooting)	Cancels all shooting damage received during the shooting phase.
Admiral's salvo (Firing)	Doubles the fire salvo of a single ship.
Repatriation (Admiral phase)	Allows the admiral to take over an undisclosed power from a ship. The captain can then place a new power.

Panache and attitude

The crew with the most panache and playful attitude will be awarded 1 notoriety point to the admiral's guild.

**Victory conditions**

A joust lasts a maximum of 1h30, and the winner is the one who causes the most damage to the enemy fleet. In the event of a tie, the fleet with the fewest sunken ships wins.

Total Destruction

A team wins if it destroys all the opposing team's ships.

Balance

Each participant will receive 20 solars.

The victorious admiral receives 1 collector's item.

Finalist

The two finalist teams will receive a maritime seal as a reward, and the victorious fleet will have a plaque in the maritime building bearing its name.

The Sea Reaper

- The Sea Reaper arrives after 1 hour's play on one of the 2 random sides of the table. Its aim is to cross the sea.
- She has the same characteristics as a frigate, but her powers differ somewhat from those of an admiral.
- The frigate is always the last to move in the frigate movement phase. It is always the last to fire.
- It will not ram unless a ship is blocking the way.
- She won't go on board of her own free will.
- It fires on the nearest ships.

Power (1 per turn)

- Movement: The Sea Reaper will make Grand Voile every turn (unless boarded).
- Fire: The Sea Reaper will do the Admiral's Salvo if boarded (if Large Sail has not been used).

Gain

- The admiral who destroys the Reaper of the Seas gets back his 2 powers, which he puts in his hands and can use as his own (with the restrictions of the admiral's powers).
- In the event of a tie, the fleet that destroyed the Sea Reaper wins.
- The crew of the Reaper of the Seas will earn 50 solars if they succeed in crossing the sea.



Meet the Game master

It is possible to meet the Game master of the maritime sphere for short informal discussions on the second floor of the Banque de l'Hippocampe according to the schedule in Table 15.

Table 15 Meeting schedule with the maritime sphere Game masters

Day	Time zone
Monday, August 12	1:00 pm to 6:00 pm
Wednesday, August 14	1:00 pm to 6:00 pm
Friday, August 16	1:00 pm to 6:00 pm

Maritime Elections 1024

The maritime lord elections will take place on Friday, August 16, year 1024 at noon (12h) on the second floor of the Banque de l'Hippocampe.

Admirals, and only admirals, are invited to come and claim, or contest, control of the Maritime Provinces.

Maritime elections are held as follows:

- All admirals are invited to take part in the election. They must bring with them a hand-sized object to represent them on the maritime map. Latecomers will not be able to vote.
- A table is displayed showing the maintenance of the maritime provinces and the total number of knowledge stones owned by each admiral.
- Admirals are invited, in descending order of number of knowledge stones, to place their item on one of the maritime provinces in which their fleet is located, or on a maritime province adjacent to the one in which their fleet is located. Once all objects have been placed, the officiant announces the first wave of conflicts, if any.
- If there is no conflict, all admirals are appointed maritime lords of the maritime province they have claimed.
- If several admirals have deposited their items in the same maritime province, they come into conflict with each other. Conflicts thus generated are resolved in descending order, starting with the conflict involving the greatest number of knowledge stones. A maritime election conflict is resolved as follows:



- An admiral involved in a conflict may decide to take his object and move it to a contiguous sea province where at least one (1) ship of his fleet is located. This action can only be carried out once, even if a new conflict is created by moving the admiral's object.
- An admiral cannot move his object into a maritime province where a conflict has already been resolved.
- An admiral involved in a conflict can decide to withdraw by joining his knowledge stones to those of another admiral already present in the same maritime province.
- Once all conflicts have been resolved, the officiant announces the maritime lords elected for the coming year and tells them that they must now pay the maintenance of their maritime province. An admiral who fails to pay his seigniorial maintenance after being elected is not officiated and does not receive the title of seignior maritime. An admiral who fails to pay his seigniorial maintenance after being elected does not receive his seigniorial seal.

Please note that the current edition of the rules does not include any rules for maritime barouds of honor.

Details of the maritime provinces and votes available for each admiral will be published after the end of the summer season.

Political sphere

Our world is made up of several kingdoms that rub shoulders willingly or unwillingly, each with its own culture and political arena, reminiscent of gladiatorial arenas with champions and dirty tricks.

Dominating the battlefield is easy, there are healers, dominating the political arena is a game that requires more finesse, without healing. Can you make your mark, or are you content to die on the battlefield in the name of someone who has?

Quests

As every year, there will be several political quests, including at least one for each level (beginner, intermediate and advanced). Keep an eye on the bulletin boards. Here's a sneak preview:

- **Beginner:** Weird political candidates. Is this a joke? Who can tell these days?
- **Intermediate:** Journalist seeks international news
- **Advanced:** The archives are looking for cultural and protocol guides for each region.



Activities

Small conclave of Dwarves

Bock The Dwarf-Engineer, elected at the Great Dwarf Conclave summons all dwarves below and above, of any clan, nation or allegiance to a mid-term meeting on **Thursday August 15 from 5:00 to 7:00 pm in the basement of the Auberge.**

Only dwarfs will be accepted.

Elections

Several elections will be held and, in accordance with the rules, they will be announced 21 days before the Grande Bataille, i.e. on July 20. If an election is to be held in your province/region, make sure that the regional bâtonnier is in contact with the political game master BEFORE July 20.

The final election schedule will be posted on the bulletin boards.

Meet the Game masters

It's possible to meet the Game master from the political sphere for short informal discussions in front of the Banque de l'Hippocampe according to the schedule in Table 16.



Table 16 Meeting schedule with the political Game masters

Day	Time zone
Monday, August 12	11:00 a.m. to 12:00 p.m.
Tuesday, August 13	11:00 a.m. to 12:00 p.m.
Wednesday, August 14	11:00 a.m. to 12:00 p.m.
Thursday, August 15	11:00 a.m. to 12:00 p.m.
Friday, August 16	11:00 a.m. to 12:00 p.m.
Saturday, August 17	11:00 a.m. to 12:00 p.m.

Military sphere

For all combat-related activities, please consult the Combat coordination document. You'll find all you need to know about homologation, skirmishes and the big battles on Tuesday, Thursday and Saturday.

Ceremonies

Some actions in the geopolitical game have a specific prerequisite, namely the holding of a ceremony during an official activity of the Duché de Bicolline, including the Grande Bataille. When held, ceremonies must meet several criteria in order to be valid, including (but not limited to):

- A time slot must be reserved with the Game master of the sphere whose action will be the subject of a ceremony no later than August 1, 2024.
- The ceremony must take place under the supervision of a Game master or authorized officiant.
- The ceremony must last at least fifteen (15) minutes.
- A leader/respondent for the ceremony must be selected before the official start of the ceremony by the participant who hands over the seal(s) to the Game master or officiant.
- The ceremony must be thematically linked to the desired action.



Dailypocampus

The Dailypocampe is the official newspaper of the Duché de Bicolline. It features in-depth articles on current affairs, as well as entertaining columns, humorous texts, a comic strip and a game section.

It's guaranteed to entertain and can be purchased for a coin (any coin).

Large Archives

The Grand Archives have now come into being, and the Guardians of the Archives invite you to visit them. Whatever their origins or affiliations, the Guardians of the Archives wear the colors and heraldry of absolute neutrality, collecting artwork to add to the vast knowledge already stored in the Great Archives, all without any political, moral or other agenda.

Access to the contents of the Grand Archives is influenced by the quality of patrons' contributions to its vast collection of knowledge, or by the scribal labor a visitor is willing to give in exchange for consultation.

To consult a work in the Great Archives, you'll need to obtain a Knowledge Card from them. It is possible to obtain a Knowledge Card in exchange for scribe services from the Archive Guardians.

Table 17 Grand Archives schedule

Day	Time zone
Monday, August 12	12:30 to 6:30 p.m.
Tuesday, August 13	12:30 to 6:30 p.m.
Wednesday, August 14	12:30 to 6:30 p.m.
Thursday, August 15	12:30 to 6:30 p.m.
Friday, August 16	12:30 to 6:30 p.m.