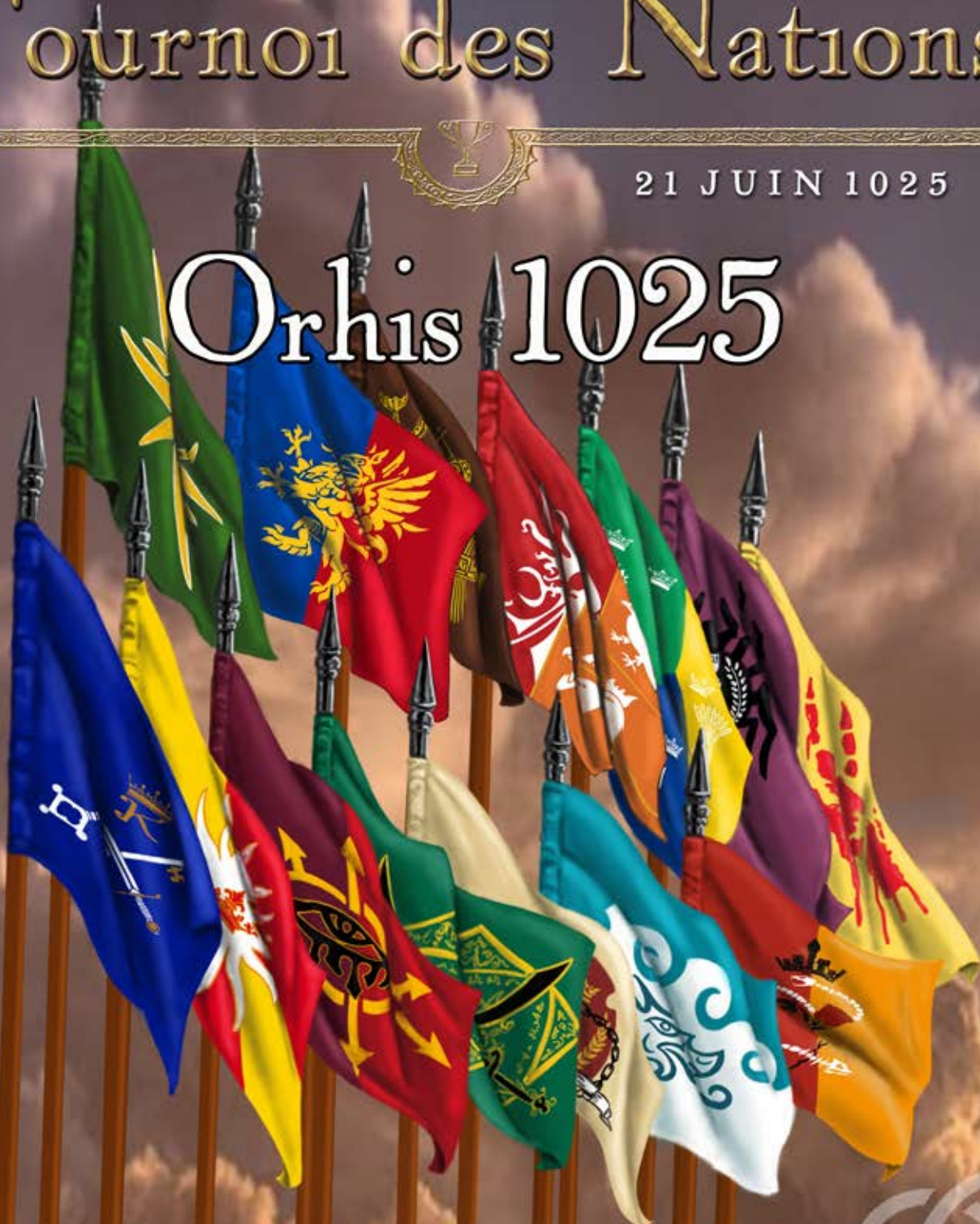


Tournoi des Nations

21 JUIN 1025

Orhis 1025



DUCHÉ DE BICOLLINE





Tournoi des Nations

Tournoi des Nations – Orhis 1025

In the midst of a war in full swing, the glorious City of Orhis, jewel of the Reikwald, plays host to the third edition of the now legendary Tournoi des Nations.

By decree of the Comité Interrégional Obérant - the equally fearsome partial CIO - Orhis was chosen to adorn itself with its most sumptuous banners to succeed Lusignan, who had claimed the welcoming victory in the year 1023, narrowly thwarting the ambitious aims of the Imperial Treasury. This year, however, the most noble lineages, the fiercest warriors and the most venerable representatives of the nations of the Seahorse world converge on the marvellous and famous city of Orhis.

While the Empire rumbles to the sound of cannons and galloping knights, a haven of truce and defiance emerges from the tumult. Allies and enemies alike leave the battlefield to demonstrate their sportsmanship and fairplay for a day. At the Tournoi des Nations, victory goes to the fastest, the most skilful, the strongest and the cleverest.

The Tournoi des Nations - Orhis 1025 is all the more unifying because this year, the CIO is calling not only on the champions of the arena, but also on those who stir the hearts of nations: explorers of the far reaches, occultists with esoteric knowledge, high priests with fearsome powers, crazy artists, flamboyant mages, honest merchants, sailors of fresh and salt water, politicians with fluctuating promises and even tricksters with misty designs! Although the line separating the last two categories is not always clear, all are invited to put their hand to the grindstone for the greater glory of their nation.

Orhis 1025 promises to be more than just a tournament: it's a majestic celebration, a feast of peoples and passions, a living fresco where no one is left in the shadows.

Let the drums ring out and the flags fly as the Tournoi des Nations gets underway!





Tournoi des Nations

About the event

The Tournoi des Nations - Orhis 1025 event is a large-scale sports and immersive gathering held in the Bicolline gaming universe. It will be held on June 21, 2025 at the Duché de Bicolline, 1480 Chemin Principal, Saint-Mathieu-du-Parc, Quebec, G0X 1N0.

Participation in Tournoi des Nations competitions is restricted to those aged 16 and over and registered as champions. Participation in sphere quests is open to those aged 16 and over and registered as villagers. All those aged between 10 and 15 can take part in the Squires' Tournament.



Opening hours and access to

The site opens at 7:00 am on Saturday morning to welcome champions and weapons homologation. Tournaments run from 10:00 am to 6:00 pm.

The closing ceremony and prize-giving ceremony start at 8:00 pm, followed by a concert to get the whole crowd singing and dancing

The Auberge will be open from 12:00 (midday) on Saturday to 3:00 on Sunday morning.

The Market will be open from 9:00 am until the evening.

Several stalls will be ready to welcome you on the Allée marchande from 9:00 am until the evening.

Assignees will be able to stay on site and sleep in their building on Saturday night. No camping tents or lodging pavilions may be set up.

Everyone must have left the site by 2:00 pm on Sunday June 22nd.





Tournoi des Nations

Restaurant and bar services

Food and beverage outlets will be available at both ends of the field to serve all participants.

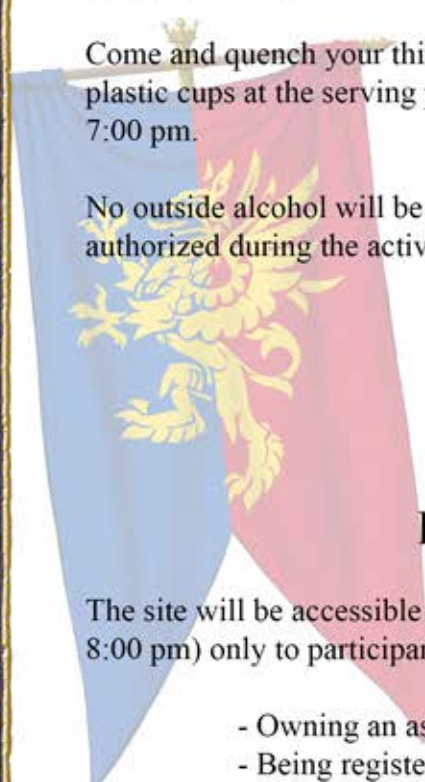
For the belly

Food will be available at the Auberge, Santé Taouk's restaurant in the Faubourg and la Cantine du relais de la Station in the Haute Ville.

For the mind

Come and quench your thirst starting at noon! Don't forget your mugs and cups, as there will be no plastic cups at the serving points located at the Auberge until 3:00 pm and at the Vieille Taverne until 7:00 pm.

No outside alcohol will be tolerated inside the site: only Duché de Bicolline sales outlets are authorized during the activity.



Friday arrival and instructions

The site will be accessible on Friday from **5:00 pm** until **8:00 pm** (no entry or access possible after 8:00 pm) only to participants who meet at least one of the following 3 criteria:

- Owning an assignment
- Being registered as a champion
- Volunteer for the event

This additional reception is to facilitate logistics for our assignees and participants coming from afar, as well as to ease access to the site on the morning of the event. All vehicles must be removed from the site and parked at P1 by 8:00 pm.

The Welcome Desk will be open from 7:00 a.m. to 8:00 p.m. on the day of the event for champion and villager registration.





Tournoi des Nations

Registration, tournament pre-registration and fees

Registration and fees

Registration is now open on our website. You must register in advance to take part: no on-site registration will be possible.

The price of the activity for champions is **CANS\$85.00** (plus tax) for members and **CANS\$95.00** (plus tax) for non-members.

The price of the activity for "villagers" **CANS\$55.00** (plus tax) for members and **CANS\$60.00** (plus tax) for non-members.

The activity costs **CANS\$30.00** (plus tax) for children aged 10 to 15.

The activity is free for children aged 0 to 9.

****Important reminder for first-timers. This is a medieval fantasy immersion event where all participants must be in costume to gain access to the site.*

All members aged 16 and over who register for the activity will receive a population card and five solars!

- A Tournois des Nations card for players registered as champions.
- A Ducasse card for "villagers".

These will be given to you on arrival when you check in at Accueil.

When you register, please make sure you have the QR code you received by e-mail with your payment, or photo ID. Participants unable to present either of these two documents will not be admitted.

All champions must first be registered for the event in order to join one of the nations. Registration for a delegation must be made with the delegation's leader or representative. Contact details for each nation can be found in the following table:





Tournoi des Nations

Region	Contact person	Means of communication
Berkwald	Jean-François Chabot	maeglys@hotmail.com
Carcosa	Julien Landry-Martineau	julien.lmartineau@gmail.com
Cité des Sables	Simon Lavallée	slavallee31@gmail.com
Empire	Frédérique Roussel	frederique.rsl@gmail.com
Fédération argannaise	Jérémy Savard	jeremy.savard17@gmail.com
Îles Celtes	Patrick Noël	p.noel21@hotmail.com
Indépendants*	Zoey Kryszewski / Jean-Sébastien Roy	zoey@jinxed.ca / vanguard_h@hotmail.com
Irendille	Gustave Lapointe-Lamarche	gustavelapointegamache@gmail.com
Nasgaroth	Mélissa Desbiens	blk_lotus24@yahoo.ca
Ozame	Vincent Moureau	13880vincent@gmail.com
Pays de Kafé	Marc-Antoine Deragon	deragon.marcantoine@gmail.com
Terres d'Auquesse	Audrey Dufour	akiyomiwaka@gmail.com
Terres des Brumes	Mathieu Roy	mroystage@outlook.com
Terres du Sud	Éric Valériote	rekko666@hotmail.com



**As Andore does not have a Charter or Region Leader at present, it is still possible for affiliated guilds to take part in the various tournaments on an individual or team basis. In the event of victory, the victorious guilds or individuals will receive the winnings, but no victory points can be accumulated as a nation on the general competition board.*





Tournoi des Nations

Homologation

The homologation desk will be open from 7:00 am to 10:00 am All weapons used in a tournament must be homologated!



General information on delegations

Champions must be registered for at least one tournament:

A champion who registers for more than one tournament may not be able to participate in all of them. Tournaments will run according to an established schedule, and a champion who is unable to attend a tournament due to a scheduling conflict will be deemed to have forfeited the tournament. No accommodations will be made, and no double entries will be taken into account when scheduling.

Domiciliation:

A champion need not be domiciled in the region to be part of the team representing the nation. However, each champion may represent only one nation. An independent character may participate but may represent only one nation.

Team tournaments:

Trollball, Combat d'archers, Souque à la corde and Tactika tournaments allow regions to join forces. Champions will still represent their home region on the unified team. Only one region will be considered for victory points. Each nation may enter only 1 team.

Tournaments have limitations on the number of champions or teams from the same region: Teams for these tournaments are mixed and must be made up of at least 50%+1 members from the same region.





Tournoi des Nations

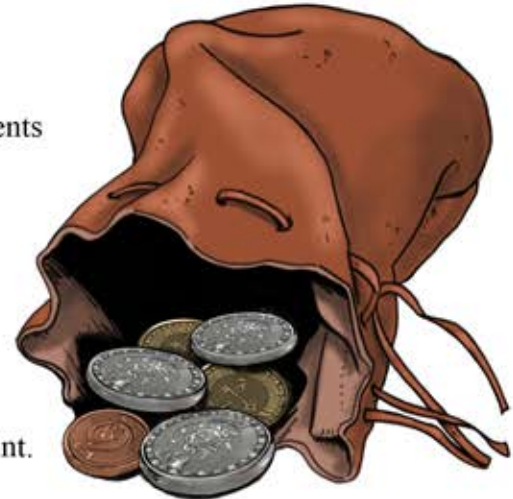
Earnings

Prizes

A purse of solars will be awarded to the winners of the various tournaments (1st, 2nd and 3rd) positions for each tournament).

Victory points

Victory points will be awarded to the 1st, 2nd and 3rd positions for each tournament. The first-place nation in a tournament will receive three (3) victory points, the second-place nation will receive two (2) victory points, and the third-place nation will receive one (1) victory point.



Sphere quests and the contest for the most dazzling nation will also earn one victory point (see details further on in this document).

The victorious nations

At the end of the day, three (3) nations will emerge victorious, based on victory points amassed in all tournaments. According to their ranking, the victorious nations will be awarded the following prizes:

1st place

- Name of nation engraved on Nations Cup plaque
- A gold ingot deposited in a citadel of your choice.
- A silver ingot deposited in another citadel of your choice (can also be exchanged for citadel construction)
- The Regional Chief or equivalent can identify a deserving guild in his or her nation and offer it a point of notoriety. The choice of guilds must be communicated to gestion.jeu@bicolline.org by Wednesday June 25 at 11:59 pm.

2nd place

- Two (2) silver ingots to be deposited in two (2) different citadels of your choice. One of the two silver ingots can be exchanged for the construction of a citadel.
- The Regional Chief or equivalent can identify a deserving guild in his or her nation and offer it a point of notoriety. The choice of guilds must be communicated to gestion.jeu@bicolline.org before Wednesday June 25 at 11:59 pm.



Tournoi des Nations

3rd place

- One (1) silver ingot deposited in a citadel or citadel construction
- The Regional Chief or equivalent can identify a deserving guild in his or her nation and offer it a point of notoriety. The choice of guilds must be communicated to gestion.jeu@bicolline.org before Wednesday June 25 at 11:59 pm.

All nations entered in the Tournoi des Nations:

- The Regional Chief or equivalent can identify a deserving guild in his or her nation and offer it a point of notoriety. The choice of guilds must be communicated to gestion.jeu@bicolline.org by Wednesday June 25 at 11:59 pm.

Information booth

An information booth will be set up at the entrance to the site. Timetables and results will be posted there.

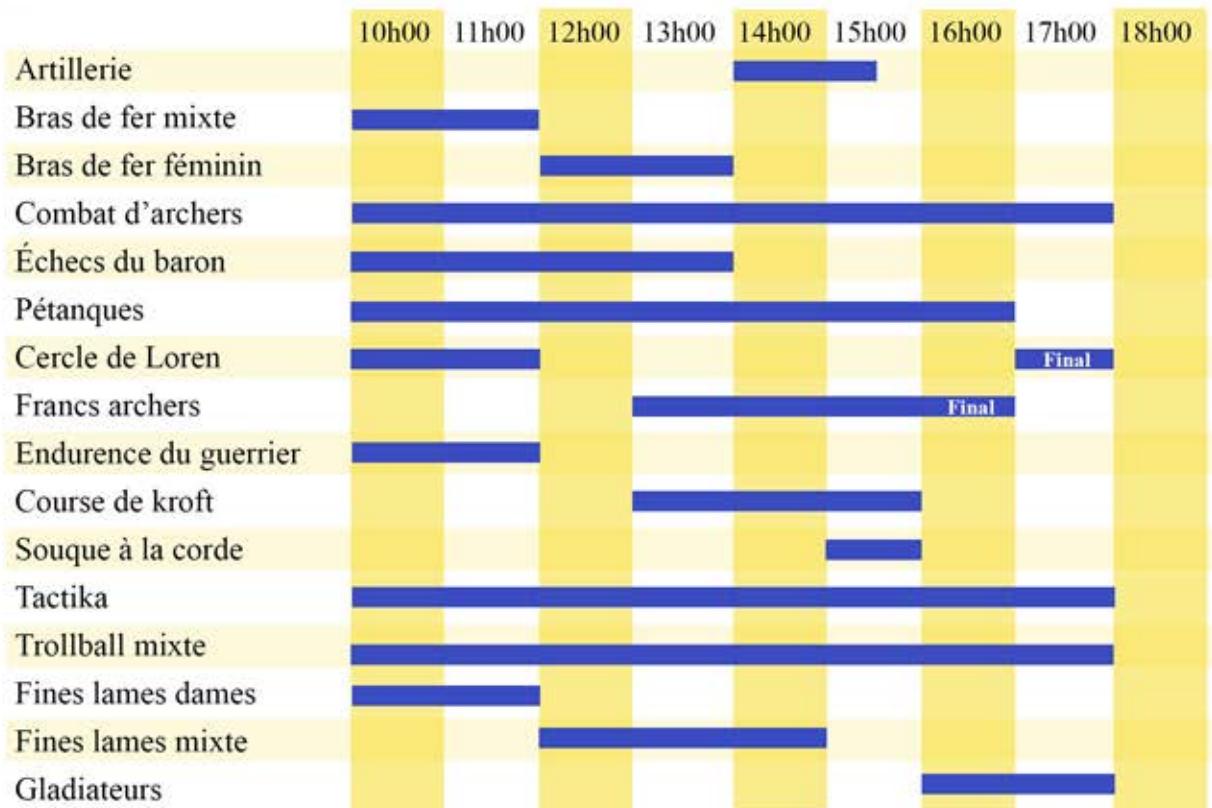
Location map





Tournoi des Nations

Tournament schedule



General rules - Tournaments

- Help the referees by remembering your fairplay and not disputing their decisions.
- Cleated shoes are forbidden.
- It's the touch that counts, not the force.
- Champions must be registered for at least one tournament. A champion who registers for more than one tournament may not be able to participate in all of them. Tournaments will run according to an established schedule, and a champion who is unable to attend a tournament due to a schedule conflict will be deemed to have forfeited the tournament. No accommodations will be made, and no double entries will be taken into account when scheduling.
- Please refer to appendices A to D for detailed rules on the following tournaments: Combat d'archers, Petanque, Tactika and Trollball
- Some tournaments follow the regular Duché de Bicolline fighting rules. They are available on the Bicolline website in the Fighting Rules section at the bottom of each page.
- Attendance at prize-giving ceremony: Winners (or their representatives) who are unable to attend the prize-giving ceremony at the closing ceremony (8:00 pm) will have their solars deposited in their guild's virtual safe.





Tournoi des Nations

Tournament specific informations - *Schedule*

Artillerie - 2:00 to 3:30 pm

A unique competition is fast approaching. The drums are beating, announcing the gathering of eminent minds and the most talented engineers, all gathered for a celebration of human ingenuity.

So, oh valiant architects of destruction, prepare yourselves for the ultimate challenge. Join us in this competition where war machines will reveal their true potential. May the gods of battle be with you, and may your genius light up the skies. May history remembers your name, and may your eternal creations inspire future generations.

The competition will not be limited to brute force and firepower alone but will scrutinize every detail with precision. The speed of your war machines, the efficiency of your operators, the rate of fire, and of course the accuracy of your shots; everything will be evaluated. Your skill and dexterity may well enable you to etch your name in the annals of the art of war, becoming the heroes of this legendary tournament.

Come and let the competition begin!

Once again this year, cannons will be placed in a separate category. They will take part in the same tournament but will be judged separately.



Location and number of participants

- The tournament takes place on the main path in the section between the Accueil and the Monastère.
- Teams of a maximum of six (6) participants.
- Each nation may enter only one team.

Important information

- Each war machine must come with its operators and all its projectiles.
- Each war machine must be homologated on site.
- Participants will be given precise tournament instructions on site.

Earnings

- 1st place, "Mixed Artillery" category: 500 solars + A flag for the nation the team represents + One notoriety point
- 1st place, "Cannons" category: 500 solars + a flag for the nation the team represents + one notoriety point





Tournois des Nations

Bras de fer - *Male from 10:00 to 12:00, Female from 12:00 to 14:00*

Instead of crossing swords, here opponents have to shake hands. There's nothing friendly about this handshake, the sole aim being to break the mental and physical strength of your opponent and make him bend over backwards. Make sure your mug is full of tord-boyaux and beware of coughing enemies - they might supplant you with plague rather than muscle.

Location and number of participants

- Building on stilts in the Haute Ville
- Each nation may present one (1) female and one (1) male champion to represent it in the men's and women's sections of the tournament.

Important information

- Both are single-elimination tournaments.
- The initial opponents will be drawn at random.
- The contestant must come to the table within thirty (30) seconds; a delay is considered a defeat.
- If there is an uneven number of participants, the winners of the Duchy's strength events at the previous Grande Bataille in the heavyweight category will be given a bye for the first round. If they are not present, lots will be drawn.





Tournois des Nations

General principles

- Each participant must bring a mug containing liquid to the competition.
- It is the referee's responsibility to ensure that all participants are fairly positioned before announcing the start of the bout.
- The referee will be assisted by two (2) marshals, also responsible for monitoring the position before the start and maintaining it during the run.
 - Arms should be bare from hand to 4" above the elbow, hands should be in the center of the table and wrists should be straight.
 - The free hand must embrace the opponent's elbow between thumb and forefinger and remain in this position throughout the bout.
 - At no time may the free hand leave its position. If the free hand leaves its position, the referee will call a foul and restart the round. On the second foul, victory will be awarded to the opponent.
 - The competition will be held seated, and the buttocks must not come off the seat under any circumstances. It is the participant's responsibility to dress appropriately so that the referees can confirm, without contact, that the participant's bottom is still glued to the seat.
- If the hold is released, the referee will restart the round and may tie the opponents' hands together if necessary.
- During the confrontation, participants must not be touched under any circumstances.

Earnings

- 1st place male and female: 300 solars + A flag of the nation
- 2nd place male and female: 200 solars
- 3rd place male and female: 100 solars





Tournois des Nations

Cercle de Loren - 10h00 to 12h00, Finals at 17h00

Made famous in the lands of the Duché de Bicolline, this strange competition, born of ancient Elven traditions, pits two opponents against each other in a merciless duel, armed only with their bows and their questionable survival instincts. The most skilled archers compete in this test of skill, precision and speed. Will you be bold enough to join the ranks of the legendary archers and inscribe your name in the annals of the Circle of Loren, where the elegance of the arrow is brought to its apogee?

Location and number of participants

- The tournament takes place on the Ordo Cervi plain
- Each region may enter up to five (5) participants and two (2) alternates in case of absence.

Weapons

- Participants must bring their own equipment.
- One (1) pre-certified bow.
- Three (3) pre-approved arrows.

Important information

- One-on-one combat.
- Two (2) archers face each other around a circle 30 feet in diameter.
- They start the round with three (3) arrows in hand, one of which can already be notched.
- Archers must make a U-turn (pass their opponent's starting position) before they can take the shot.
- All touches count (hands, bow, held arrows, private parts, etc.).
- The starting position (alternating positions) and arrows are repeated between each keystroke.

General principles

- The qualifying round is double elimination . The first archer to score two (2) hits wins the match.
- The final round is single elimination. The first archer to score three (3) hits wins the tournament.

Earnings

- 1st place: 300 solars + A flag of the nation
- 2nd place : 200 solars
- 3rd place: 100 solars





Tournois des Nations

Combat d'archers - 10:00 am to 6:00 pm

Arrows fly everywhere. You have to be quick, precise and agile to stay alive until the end of the game's various rounds. A fine blend of cowardice and skill. New renames are on the way!

Your best archers will have to face their regional rivals in six-on-six skirmishes, while defending their flags. These archers' battles take place in a defined area and are supervised in collaboration with the Combats d'archers Montréal team.

Location and number of participants

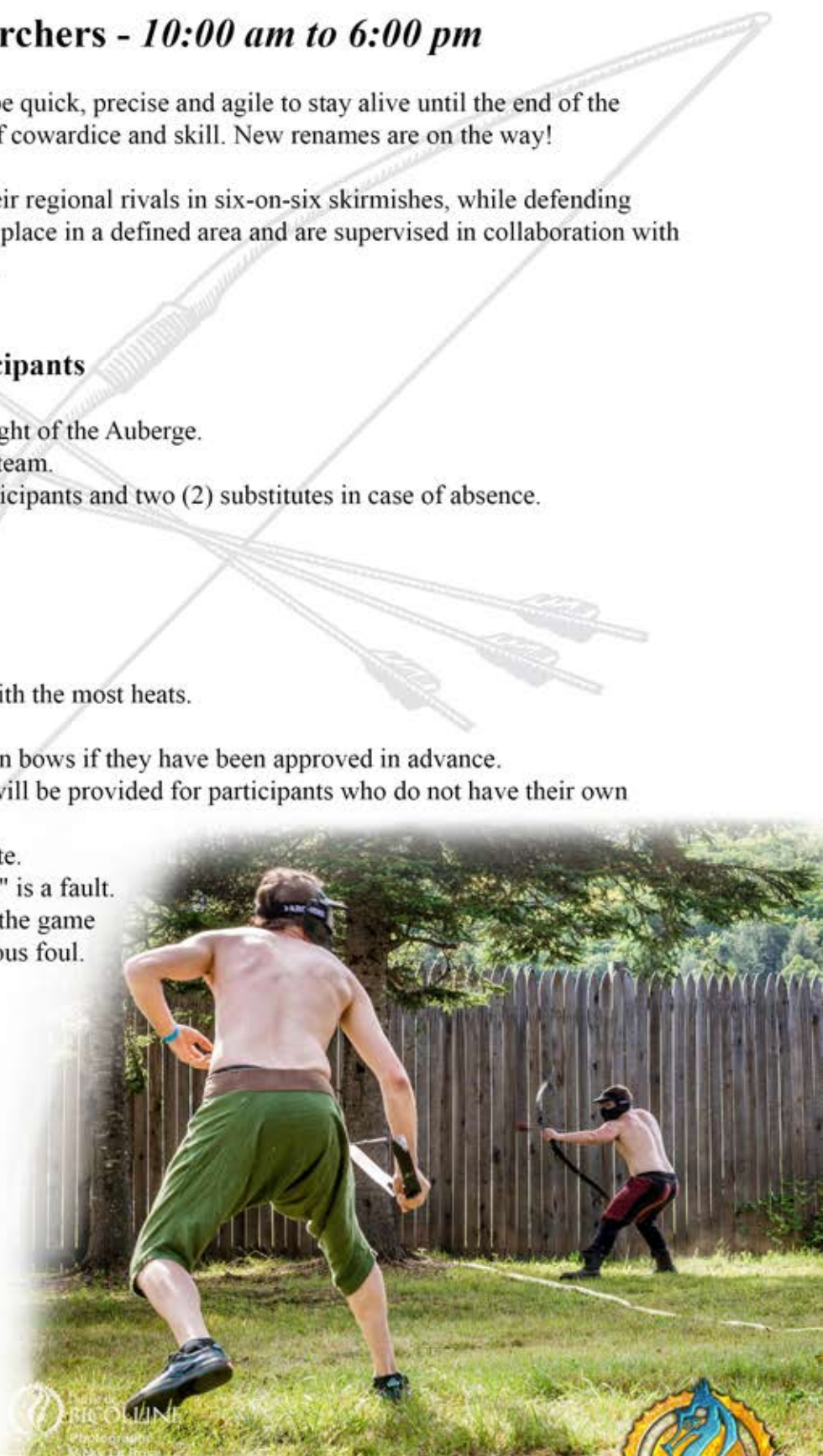
- The tournament takes place to the right of the Auberge.
- Each nation may enter only one (1) team.
- Each team is made up of six (6) participants and two (2) substitutes in case of absence.

Important information

- Each game lasts 15 or 20 minutes.
- The winning team will be the one with the most heats.
- Equipment:
 - Participants may use their own bows if they have been approved in advance.
 - An approved bow and mask will be provided for participants who do not have their own equipment.
 - Arrows will be supplied on site.
- Anything that goes against "fairplay" is a fault.
- A participant may be expelled from the game if he commits four fouls or one serious foul.

Earnings

- 1st place: 800 solars + A flag from the region the team represents
- 2nd place: 500 solars
- 3rd place: 250 solars





Tournois des Nations

Course de Kroft - 1:00 pm to 4:00 pm

Are you fast, clever and dexterous? Are you good with a spear, sword or bow? If you answered yes to any of these questions, then this is the event for you! The Kroft Race is a competition that requires you to move quickly through the Duché de Bicolline while completing a series of different challenges. Some are physical, some are intellectual, but all are fun.

Location and number of participants

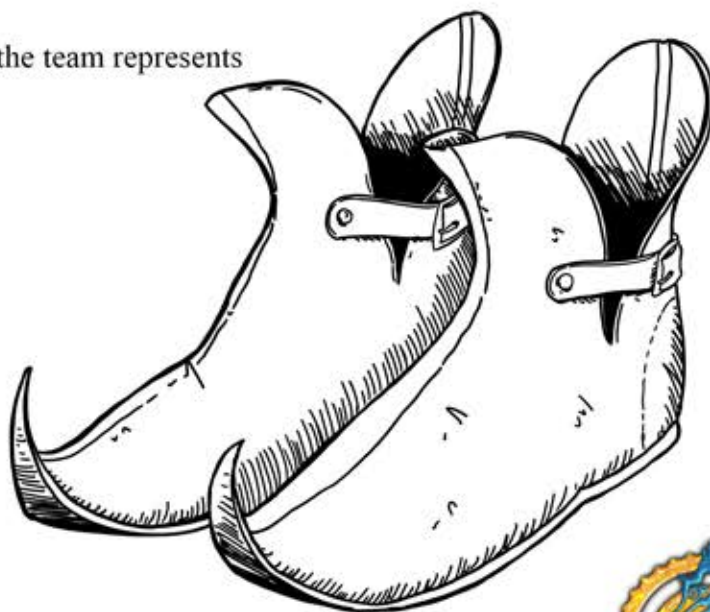
- The start of the race is opposite the Bock de Fer.
- Teams of between three (3) and five (5) participants.

General principles

- At the start of the tournament, a referee will explain the first challenge to be completed.
 - Once the first challenge has been completed, teams will receive an envelope containing a map and four other challenges to complete.
- These challenges can be completed in any order.
- A team receives one token for each successful challenge.
 - Once all five (5) tokens have been collected, teams must return to the race starting point to find out the final challenge.

Earnings

- 1st place: 300 solars + a flag from the region the team represents
- 2nd place: 200 solars
- 3rd place: 100 solars





Tournois des Nations

Échecs du Baron - 10h00 to 14h00

Every confrontation requires strategists. Some swap the battlefield for the chessboard to demonstrate the ingenuity of their tactics and the unpredictability of their troop movements in order to achieve victory. Nothing is ever black and white in this war of nerves.

Location and number of participants

- Auberge basement
- Each nation may enter only one (1) participant.

Important information

- This is a round robin tournament based on the Swiss system.
 - Rounds are divided into three tables (A, B and C). There are four chessboards per round. Board A contains chessboards A1 to A4, board B contains chessboards B1 to B4 and board C contains chessboards C1 to C4.
 - In the event of an odd number of participants, a bye of one (1) point will be awarded to one participant by random draw.

General principles

- Semi-quick game, 25 minutes per participant.
- Piece touched, piece played.
- Participants will be ranked by level if known, then by draw if not.
- Subsequent rounds will be drawn up according to the rules of the Swiss system.
- One (1) point for each win. Half ($\frac{1}{2}$) a point for a draw.
- The winner is the player with the highest total. In the event of a tie, a win with black wins out over a win with white.
- Tie-breaking: In the event of a tie at the end of the rounds, the tie will be broken by five-minute blitzes. The winner will be the first player with a two (2) win lead.

Earnings

- 1st place: 300 solars + A regional flag
- 2nd place : 200 solars
- 3rd place: 100 solars

- Blitz victory over the Baron: 20 solars





Tournois des Nations

Endurance du Guerrier - 10h00 to 12h00

Losing a duel is sometimes down to a simple wrong move, or a particularly vicious attack that you didn't anticipate properly. For those who consider it unfair to bite the dust quickly with no chance of redemption, you can take part in this spectacular tournament in which you can get crippled again and again.

The Duché de Bicolline is populated by intrepid warriors, and we're on a quest to find the toughest soul among them! Combatants will have to duel in a merciless arena. But here's the twist: points are not only awarded to the victors, but also to those who suffer defeat! A fighter must accumulate as many points as possible throughout the tournament, demonstrating his courage and perseverance.

Location and number of participants

- The tournament takes place in front of the Bock de Fer
- Each nation may enter up to three (3) participants and two (2) substitutes in case of absence.

Weapons and armor

- Participants must have their own equipment (pre-approved, if applicable):
 - Weapons 152 cm (60") and under.
 - Shields are permitted.
 - No throwing weapons.
- Whether wearing armor or not, participants have one point of protection on each limb, in addition to the basic life point. Helmets are strongly recommended for safety reasons.
- Participants can have different weapons.
- A contact between the two weapons must be made to mark the beginning of the fight.





Tournois des Nations

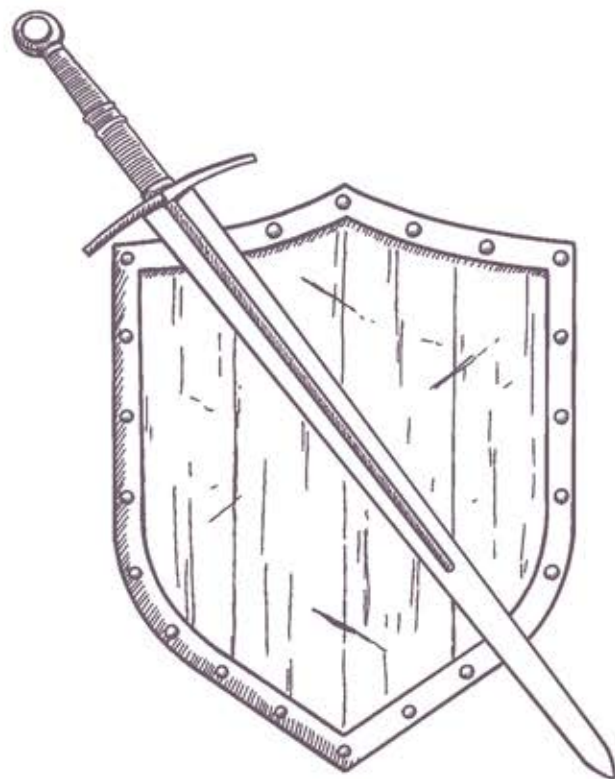
- When a participant wins his duel:
 - He stays in his lane and immediately faces another opponent.
 - If he lost points of armor or life during the previous duel, these losses apply to the next duel.
- When a participant loses his duel:
 - He presents himself to the marshal in charge of the points and gives him two pieces of information:
 - The number of the winning participant (the marshal adds two points to his card).
 - His own number (the marshal adds a point to his card).
 - He gets back in line to fight again as soon as a corridor opens up.

Important information

- Each participant will be numbered, and the field will be divided into several lanes so that at least four (4) duels will always take place at the same time.
- A fighter must score as many points as possible during the entire tournament.

Earnings

- 1st place: 300 solars + A regional flag
- 2nd place : 200 solars
- 3rd place: 100 solars





Tournois des Nations

Fines Lames - Ladies from 10h00 to 12h00, Mixed from 12h00 to 15h00

Skilled swordsmen, fine fencers, seasoned swordsmen: this tournament is for you! Come and demonstrate your technical expertise against the best swordsmen in the duchy! The competition is fierce, and the honor will be great for whoever can demonstrate his or her excellence in an evenly matched clash.

Whether you're a fearless female or a formidable male fighter, prepare to enter the arena with grace and courage. Competitions include female and mixed duels, as we celebrate the strength and skill of all fighters.

Location and number of participants

- The tournament takes place in the Fosse aux Monstres
- Each nation may enter up to four (4) participants and two (2) substitutes in the event of absence in each category (mixed and women's).

Weapons and armor

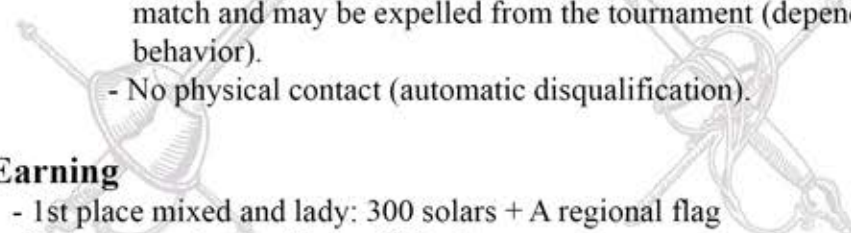
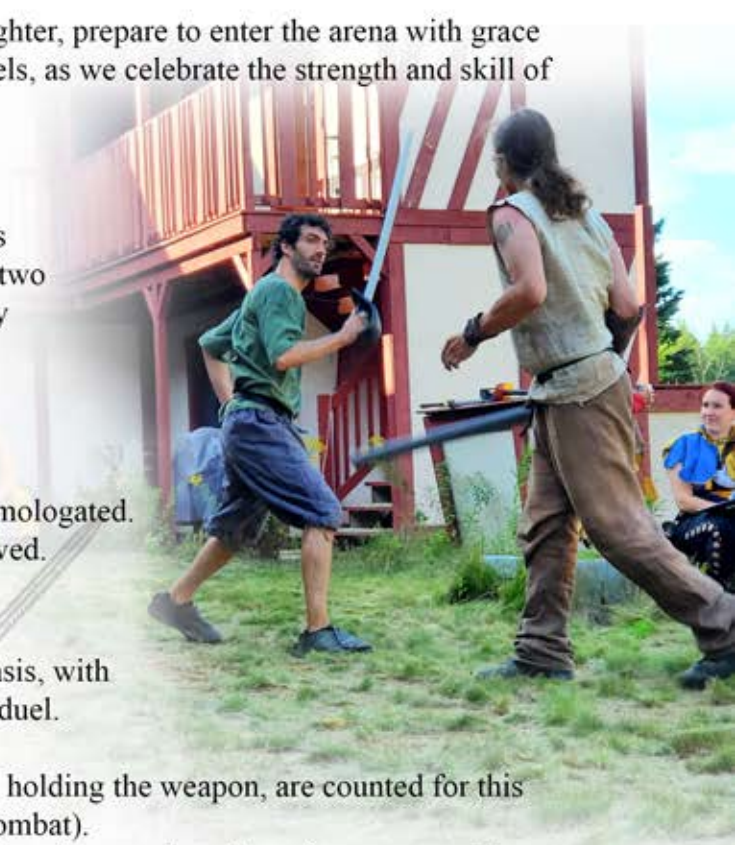
- Participants must bring their own equipment.
- Weapons are those of the participants and must be homologated.
- Only swords measuring 112 cm (44") or less are allowed.

General principles

- The tournament will be run on a single-elimination basis, with the first person to reach 3 out of 5 points winning the duel.
- Each keystroke earns the player one point.
 - All hits, including to the head and to the hand holding the weapon, are counted for this tournament (which differs from the rules of combat).
 - Armor pieces, including helmets, offer no points of protection. For safety reasons, the wearing of helmets and eye protection is strongly encouraged.
- Any participant showing aggression or violence towards other participants or referees may be excluded from the tournament.
 - A move is cancelled if the winner of the exchange is the participant who hit the face/too hard for a referee to intervene.
 - If the dangerous behavior highlighted by the referees is repeated, the participant loses his match and may be expelled from the tournament (depending on the severity of the behavior).
- No physical contact (automatic disqualification).

Earning

- 1st place mixed and lady: 300 solars + A regional flag
- 2nd place mixed and lady: 200 solars
- 3rd place mixed and lady: 100 solars





Tournois des Nations

Francs archers - 1:00 pm to 4:00 pm, Finals at 4:00 pm

The logic behind the fixed-target tournament is based on three criteria considered crucial by Irendille elves in the practice of archery: precision, quick decision-making and speed of execution. These three criteria are assessed in the fixed-target tournament in a less intimidating context than the Cercle de Loren.

Location and number of participants

- The tournament takes place on the Ordo Cervi plain.
- Each nation may enter up to four (4) participants and two (2) substitutes in case of absence.

Weapons

- Participants must bring their own equipment.
- One (1) pre-certified bow.
- Ten (10) pre-approved arrows.

Important information

- **Target shooting**
 - Five (5) targets of identical size and identified by different colors and/or symbols will be set up at different heights and distances.
 - The referee will carry five (5) flags identified in the same way as the targets (color and/or symbol).
 - The participant must have an arrow notched, but his bow pointed at the ground.
 - At the participant's signal, the referee will raise a flag, then the participant will have three seconds to shoot at the corresponding target. A shot fired after this time will be considered invalid, even if it hits the correct target.
 - The hit must be clean, with the tip of the arrow. If the shaft or feathers cause the target to fall, the hit is invalid.
 - The operation is repeated until the participant has fired two shots at each target.
 - The participant earns one point for each correct target hit, up to a maximum of ten points.





Tournois des Nations

- Rapid fire

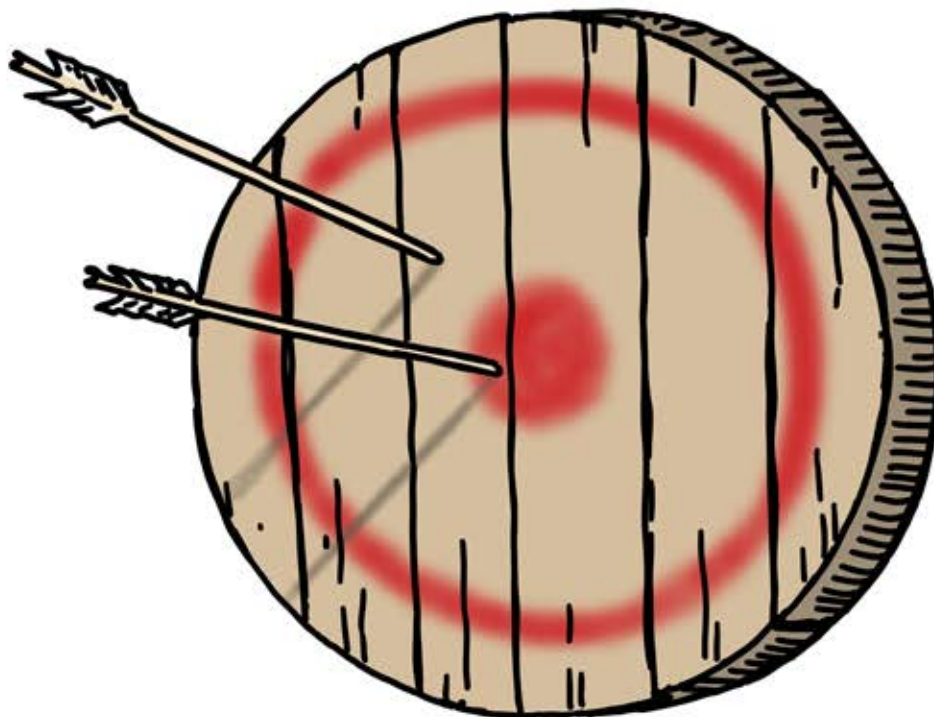
- A single target is placed 15 feet from the participant.
- He has 15 seconds to shoot as many arrows as possible at the target, accumulating one point for each arrow hitting the target with a clean shot.

- Final

- Ties are broken by successive shots, until one of the participants misses a target.
- Participants have five (5) arrows each and compete for the same targets, side by side on a line.
- Five (5) targets are placed at equal distances from the two (2) participants.
- Participants can have an arrow notched, but their bow pointed at the ground.
- At the referee's signal, participants can shoot at will.
- The first participant to knock down three (3) targets is declared the winner.
- If no participant has hit three (3) targets after shooting all their arrows, they get them back for a second round.

Earnings

- 1st place: 300 solars + a regional flag
- 2nd place: 200 solars
- 3rd place: 100 solars





Tournois des Nations

Gladiateurs - 4:00 pm to 6:00 pm

The rules of the tournament are very simple: no finesse, no conventions and no etiquette. Opponents clash, wielding their weapons of choice and attempting to spill blood on the arena's sand to the delight of thrill-seeking crowds. The tournament features team duels, with fighters descending two by two into the arena to compete against each other. These team confrontations are spectacular and demand exemplary coordination from the combatants. Only one team will emerge victorious from this intense tournament!

Location and number of participants

- The tournament takes place in the Fosse aux Monstres
- Each nation may enter up to two (2) teams.
- Each team is made up of two (2) participants and two (2) substitutes in case of absence.

Weapons and armor

- Weapons and shields are those of the participants and must be homologated.
- Participants can have different weapons.
- All weapons are authorized, with the exception of throwing weapons.
- Shields are allowed.
- With the exception of the helmet, armor pieces offer no points of protection.



Photo de
BICOLLINE
Photographe
Vicky La Rose





Tournois des Nations

Important information

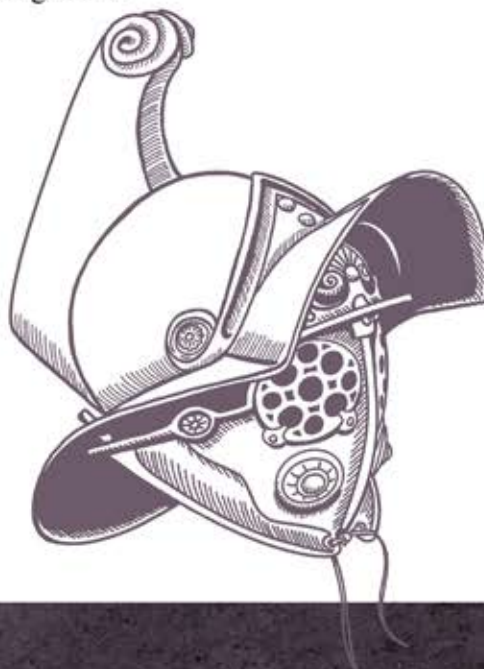
- Fighting two (2) against two (2).
- The tournament is set up on a single or double elimination basis depending on the number of participants/teams.
- With the exception of the helmet, armor pieces offer no points of protection.
- Combat rules are those of the battlefield.

General principles

- It's the touch that counts, not its strength.
 - Any participant showing aggression or violence towards other participants or referees may be excluded from the tournament.
 - A move is cancelled if the winner of the exchange is the participant who hit the face/too hard for a referee to intervene.
 - If the dangerous behavior highlighted by the referees is repeated, the participant loses his match and may be expelled from the tournament (depending on the severity of the behavior).
 - No physical contact (automatic disqualification).
- Participants must have their own equipment (pre-approved, where applicable):
 - All weapons are authorized, with the exception of throwing weapons.
 - All shields are authorized.
 - Helmet, for safety and armor points.
- Participants can have different weapons.
- In a two (2) of three (3) or three (3) of five (5) (depending on the number of participants/teams), participants must keep the same weapons and/or shields throughout the bouts. Participants may, however, change weapons between rounds of the ranking table.

Earnings

- 1st place: 500 solars + A flag from the region the team represents
- 2nd place : 300 solars
- 3rd place: 200 solars





Tournois des Nations

Pétanque – 10:00 am to 5:00 pm



Location and number of participants

- The pétanque tournament takes place behind the Auberge.
- Each nation may enter only one (1) team.
- Teams must be made up of two (2) participants and two (2) substitutes in case of absence.

Important information

- Teams should preferably provide their own balls.

General principles

- In pétanque, the aim is to score points by placing your balls closer to the jack than your opponent.
- Each participant has two (2) or three (3) balls and throws them at each lead.
- A throw that hits the jack immediately scores one (1) point.
- The tournament will be played on more than one field simultaneously, with each team having the chance to play a minimum of two (2) games.
- A regular game is played to 13 points
- If after 25 minutes of play, no team has reached 13 points, the teams finish the lead and the team with the most points wins the game.
- The team that starts the game is chosen at random, and any participant from that team chooses the starting point and places himself in the circle.
- If he doesn't succeed, his teammates play their balls until they regain the point or run out of balls.
- When there are no more balls to throw, the team whose ball is closest to the jack scores points for the round in progress. The team scores as many points as the number of balls placed closer to the jack than the opposing team.
- If, after the end of the lead, the game is tied, an additional lead is played.

Earnings

- 1st place: 400 solars + A flag from the region the team represents
- 2nd place: 250 solars
- 3rd place: 150 solars





Tournois des Nations

Souque à la corde - 3:00 to 4:00 pm

To achieve victory, everyone must contribute to the war effort. Instead of trying to pull the blanket over each other, the men and women of all nations will have to join forces to bring their adversaries to the line they must not cross.

Location and number of participants

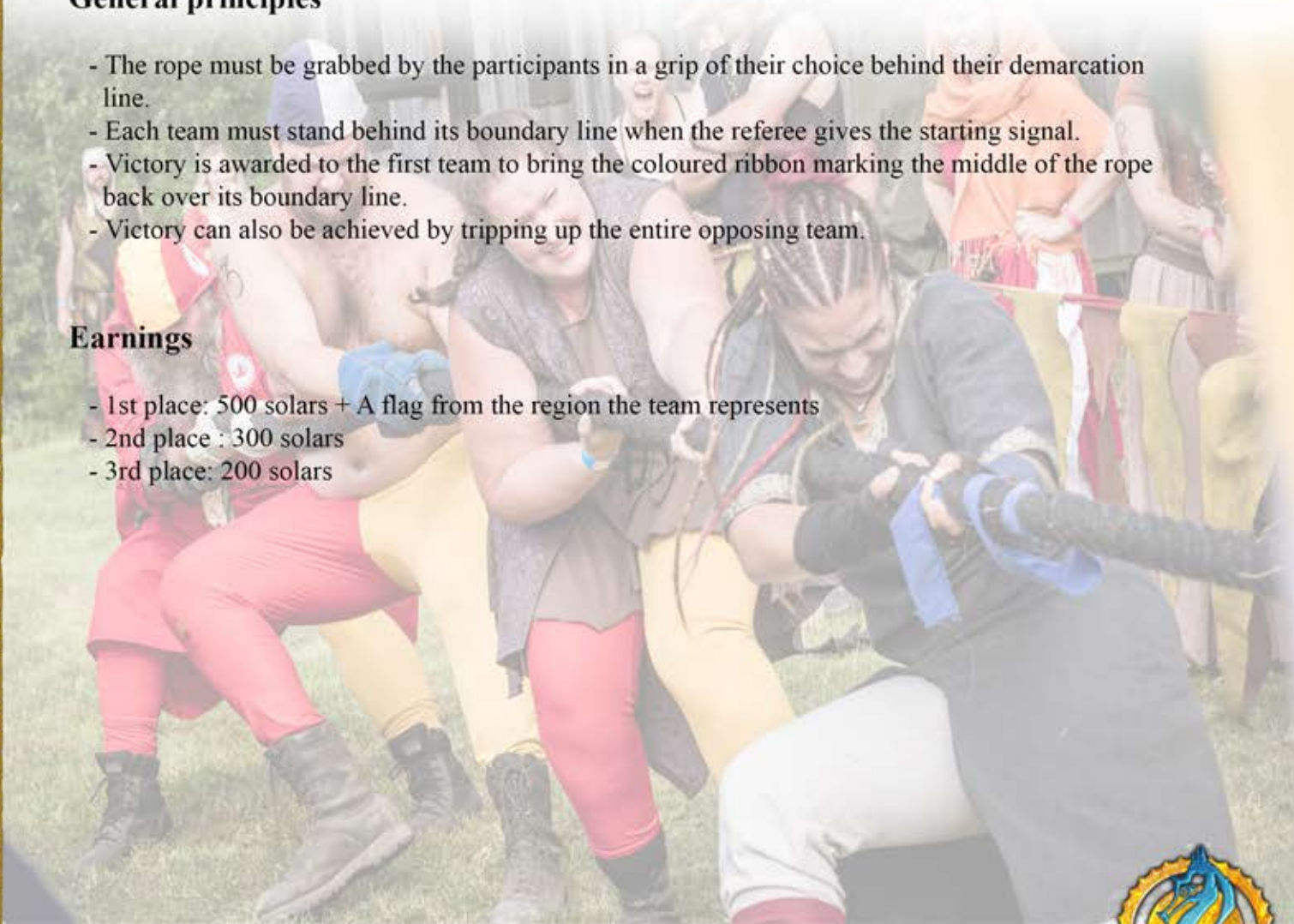
- The tournament takes place on a grassy area near the Plaine du Monastère.
- Each nation may enter only one (1) mixed team of four (4).
- Each team may have two (2) substitutes in case of absence.

General principles

- The rope must be grabbed by the participants in a grip of their choice behind their demarcation line.
- Each team must stand behind its boundary line when the referee gives the starting signal.
- Victory is awarded to the first team to bring the coloured ribbon marking the middle of the rope back over its boundary line.
- Victory can also be achieved by tripping up the entire opposing team.

Earnings

- 1st place: 500 solars + A flag from the region the team represents
- 2nd place : 300 solars
- 3rd place: 200 solars





Tournois des Nations

Tactika – 10:00 am to 6:00 pm

The battle of battles. In this tournament, teams eager to demonstrate beyond doubt their tactical prowess and determination on the battlefield. Only the boldest will dare to embark on this quest, where numerous strategic objectives must be achieved to meet the challenge. Forge your strategy and join forces for ultimate victory!

Location and number of participants

- The tournament takes place on the Plaine du Monastère.
- Each nation may enter only one (1) team.
- Each mixed team is made up of twelve (12) participants (8 active, 4 back-up) a minimum of 50%+1 members from the same region.

Weapons and armor

- Participants must have their own approved equipment.
- Weapons and shields are those of the participants and must be homologated beforehand.
- There will be a maximum of three (3) hast weapons (spear and halberd) per team for the duration of the tournament.
- Archers are allowed.

General principles

- Ranking: This is a round-robin tournament by group. After Phases 1 and 2, a ranking will be determined and points awarded to the three (3) teams with the best performance in each phase:
 - 1st place: 15 points
 - 2nd place: 10 points
 - 3rd place: 5 points
- If the referees agree that a team (and not individual participants) has not shown fairplay during an event, it will be disqualified.
- If a gesture is judged severe by the referees, the offending participant will be removed completely from the event in progress and potentially from the tournament.
- Disrespectful behavior towards a referee will not be tolerated and may result in disqualification of the team.
- If a team incurs three (3) penalties, it automatically loses the event in progress.

Earnings

- 1st place: 1000 solars + A flag from the region the team represents
- 2nd place : 700 solars
- 3rd place: 350 solars

PHOTOGRAPHY
Vicki La Rose





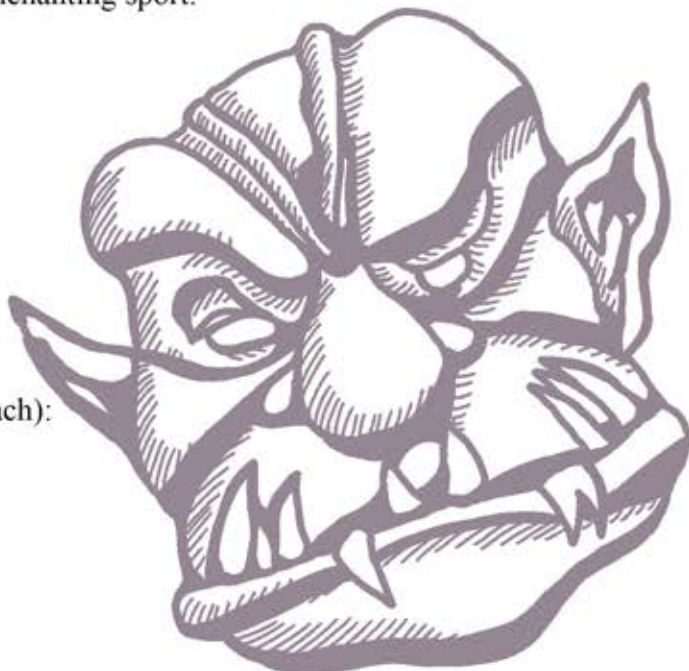
Tournois des Nations

Trollball – 10:00 am to 6:00 pm

Raised to the status of national sport in many of the world's provinces, trollball is demanding, exhausting and extremely spectacular. The aim is to place a troll's head in a barrel as many times as possible without being cut up by opposing trollballers. Healer, swordsman or reserve, each participant has a well-defined position within his or her team. The strategy? Good group cohesion and a solid grounding in fencing are major assets in this enchanting sport.

Location and number of participants

- The tournament takes place in the Trollball court
- Each nation may enter only one (1) team.
- A team is made up of the following participants, for a maximum of 16 participants per team (excluding the coach):
 - Seven (7) to ten (10) swordsmen.
 - Two (2) healers.
 - Four (4) reservists (maximum).
 - One (1) coach (if desired).



Important information

- During a game (20 minutes), there are five (5) trolleurs and two (2) healers on the field and between two (2) and five (5) trolleurs waiting behind the line.
- Substitution of a participant during a game is only possible in the event of injury, during a time-out or at half-time. A substitution of participant between two (2) jousts is allowed as long as there are no more than 16 participants on the registration form.
- Each team will play two (2) qualifying games.
- The top four (4) teams will advance to the elimination rounds. Position 1 vs 4 and 2 vs 3. Loser vs loser and winner vs winner to crown the champion nation.
- Trolleurs are armed with a maximum 112 cm (44") sword. There are five (5) swords per team. These must be checked by the referees before the start of the tournament. Bring spare swords in case of breakage.





Tournois des Nations

General principles

- Each participant must present himself with one (1) visible number for each match.
- A participant must also keep the same number throughout the tournament.
- Troll heads can only be touched with the hands, not with the weapon or feet. The only exception: if a trolleur has the head in his hand, it is considered an extension of his body. When hit by a sword blow, the trolleur dies. The head cannot be thrown. Passing to another trolleur is therefore from hand to hand.
- Only a referee can decide whether a goal is valid by blowing a whistle or, if necessary, taking the troll's head from the bottom of the barrel and putting it back into play when the goal is invalid.
 - A penalty means one (1) less participant on the field.

Earnings

- 1st place: 1,200 solars + A flag from the region the team represents
- 2nd place : 800 solars
- 3rd place: 400 solars





Tournois des Nations

Quests

The Tournoi des Nations is an opportunity for the greatest athletes in the Hippocampe world to shine, but make no mistake, the rest of the populace will in no way be relegated to the rank of onlookers in the stands! Indeed, throughout the day, the various guilds will have the opportunity to demonstrate their worth, their cunning and their know-how too. Each of the spheres in which Bicolline's game is woven will offer quests in which guilds can showcase their skills.

To take part in these quests, guilds possessing the seal of a sphere of play need only show up at the time and place indicated in the table below. It is not necessary to have the seals on hand. A register of guild seals (as of April 15) will be present at each location where quests are distributed. It is this register that is the guild's proof of its right to participate in quests for each sphere of play. Each guild is entitled to only one participation per sphere of play. For example, if a guild with an artistic seal includes a flutist and a lute player, they will be able to combine their talents to form a harmonious duo, rather than deliver two individual performances.

Winnings will vary according to the difficulty of the quests offered. For each sphere of play, a guild will have the chance to offer a victory point to the nation of its choice. This guild may be identified at random, by a jury or by the decision of the sphere's game master, depending on the quest formula.

Quest schedules

Play spheres	Location	Time
Arts	Bureau du Patron in Vieille ville	10:00 am to noon – Quests distribution 2:00 pm - Handover of works 10:00 am to 2:00 pm – Contracts signing
Clandestinity	Auberge' basement	2:30 to 4:30 pm
Commerce	Allée marchande next to Dracolite	1:30 to 4:30 pm
Faith	Allée marchande next to Dracolite	10:00 am to 1:00 pm
Exploration	Allée marchande next to Dracolite	10:00 am to 1:00 pm
Magic	Tour de Magie et d'Occultisme	1:30 to 4:30 pm
Seafaring	Allée marchande next to Dracolite	1:00 to 4:00 pm
Occult	Tour de Magie et d'Occultisme	10:00 am to noon
Politics	Dailypocampe stall opposite the Auberge	10:00 am to noon – Quests distribution 3:00 to 4:00 pm - Collections of quests answer





Tournois des Nations

Play spheres

Arts – 10:00 am to 2:00 pm

Quests will be handed in from 10:00 am to noon. Artists will then have until 2:00 pm to return their work.

It will also be possible to sign contracts between 10:00 am and 2:00 pm, but critics will not be walking the grounds, as the performance will have to take place on a stage adjacent to the Bureau du Patron.

Location

- At the Bureau du Patron in the Vieille Ville.



Clandestinity - 2:30 to 4:30 pm

Clandestine quests will take the form of tripot games called De haut en bas and Plus vite que son ombre. Game rules will be explained on site.

Location

- In the basement of the Auberge.



Commerce - 1:30 to 4:30 pm

Trade quests will challenge you to forge genuine treaties between major markets and political or commercial authorities. To succeed, you will need to skillfully wield words, negotiation, and intuition, as only your business acumen will tip the scales in your favor.

Location

- Allée marchande, next to Dracolite





Tournois des Nations

Play spheres

Exploration - 10:00 am to 1:00 pm

The Hunt for Nuisances is on! Arm yourself with your best boots, your knowledge of the Duché de Bicolline, and your quick wits, and be the one to win the most hunting trophies!

Location

- Allée marchande, next to Dracolite

Magic - 1:30 to 4:30 pm

The Tower's Intendant is waiting to give you a challenge that only the most observant mages will be able to solve. As we will be giving the scribes the afternoon off, don't forget to bring your parchment and quill!

Location

- Tour de Magie et d'Occultisme



Seafaring – 10h00 à 13h00

A maritime official has set up an office in front of the bank to recover items stolen from a cargo that has been scattered throughout the region. Using sketches, players must find the identified items and return them to him.

Location

- Allée marchande, voisin de Dracolite





Tournois des Nations

Play spheres

Occult - 10:00 am to 12:00 pm

The Tower's intendant is waiting to give you a challenge from among the sphere's six specialties. Once you've made your choice, you'll need to complete the challenge within the allotted time.

Location

- Tour de Magie et d'Occultisme



Politics – 10:00 to noon and 3:00 to 4:00 pm

The Dailypocampe office will be open from 10:00 am to midday for the distribution of quests and a special edition of the Dailypocampe newspaper.

The Dailypocampe Office will also be open between 3:00 and 4:00 pm to receive quest results and distribute rewards to those who succeed.

Location

- Stall in front of the Auberge.





Tournois des Nations

Other activities and places of interest

Contest for the most dazzling NATION!

Onlookers from all over the world, get ready to shine and show your brilliance to the world! This contest is the perfect opportunity to showcase your nation's creativity, unique style and passion. Whether you're a small community or a large nation, this contest is open to all.

Entry criteria :

- Originality: Show us something we've never seen before!
- Aesthetics: Make sure your presentation is visually stunning.
- Commitment: Get involved, show your passion for your nation and encourage your participants.

Judges will be out and about, assessing the nations throughout the day

Earnings

- The nation chosen as the brightest will earn a victory point on the scoreboard!





Tournois des Nations

Choc des Amiraux - 10:30 am, 1:00 pm and 3:00 pm

The ocean: the final frontier.

While the nations of the Hippocampe world have fought over the Terres du Centre for generations, recent technological advances have enabled the construction of ships capable of navigating the high seas. The Elven and Norse peoples have claimed this mastery since ancient times. At the dawn of the second millennium, the race for military and commercial fleets intensified for fear of being overtaken by progress. Meanwhile, the navigators of the maritime guilds embarked on daring expeditions to discover the secrets of the waves.

Registration

- All admirals wishing to register must send an e-mail before June 9, 2025 to frederic.dalphon@bicolline.org
- There are 12 places available. If there are more applications than places available, places will be allocated on a freelance basis.
- Each admiral registers his fleet for a 90 minutes slot, facing three opponents simultaneously.
- The admiral **must be present** to direct his fleet.
- **Crew composition:** minimum **2 participants**, maximum **3** per fleet. Fleets that are incomplete or absent at their scheduled time will lose their slot.

Location

- Upstairs the Bank.

Earnings

- The crew with the **most panache** gains **+1 notoriety** for the admiral's guild. A guild cannot earn this point more than once a year.
- Each participant receives **20 solars**.
- The victorious admiral wins a **collector's item**.
- The winning fleet will have its name **engraved on a plaque** in the maritime building.
- **Sanction:** losing admirals lose **1 structure point** on their flagship in the current season (Geopolitics).





Tournois des Nations

Betting office - 10:00 am to 12:00 pm (bets)

Once again this year, if your arrogance leads you to believe that can predict the future and are wealthy enough to prove it, the betting office is there for you.

Are you poor as gall and think you can make it on your flair? The betting office is there for you.

If you're unlucky enough to lose your favourite event, the betting office will always be there for you...

Location:

- In a building opposite the information kiosk

Important information

- Between 10:00 am and 12:00 pm, participants will be able to bet on the outcome of three (3) competitions: Trollball, Combat d'archers and the winning region of the Tournoi des Nations.
- Bookmakers will be on hand at both Bras de fer and Souque à la corde events to enable participants to place bets on each of the clashes throughout the competitions.
- Participants can collect their winnings throughout the day at the Betting Office counter.
- Bets can be made in cash or cards.
- The only cards accepted by the Betting Office are livestock, grain and victuals.
- All cards are considered to have the same face value and will be treated as equivalent. For example: a participant could take a three (3) to one (1) bet by giving a cereal and be awarded two (2) cattle and one (1) piece of victuals as the winning prize.
- Only Banque de l'Hippocampe will be offering currency exchange services.

General principles:

- Bets in cash will be honored in cash.
- Card bets will be honored in cards in terms of quantity and without regard to the content of the cards originally bet.
- Maximum bets will apply to each event.
- The odds are subject to change as the situation evolves.

Earnings:

- Variables





Tournois des Nations

Tournoi des écuyers

Young squires from all nations are invited to the Tournoi des écuyers! Archery, sword duels, riddles and races will test their various skills! It's a golden (or piécette...) opportunity for squires to prove their worth and represent their regions! The experienced Camps Légendaires team will be on hand to ensure the smooth running of activities, safety and fun for Tournament participants!

Schedule: 10:00 am to 12:00 pm and 1:30 to 4:30 pm

Location: Préau du Faubourg.

Trials:

- **Archery:** Skirmishers will have to show off their archery skills in an event that combines precision shooting and speed! Approved bows are provided by Combat d'archers for this event.
- **Sword Duels:** Our top fencing masters will lead Dueling Circles, choosing participants of similar size/caliber. To win, duelists will have to distinguish themselves not only by dominating their opponent, but also by demonstrating good technical execution with their weapon.
- **Riddles:** Since the mind is also a weapon to be sharpened, a puzzle master will be on hand to assess participants' intellectual abilities as they solve riddles and puzzles!

Restrictions: The Tournoi des écuyers is organized for ages 8 to 15.



Clos des flos – 10 :00 am to 4:00 pm

Even the little ones will have a chance to have fun at the Tournoi des Nations. There will be an animation team at Clos des Flos du Faubourg to welcome children who wish to do free activities such as drawing and many others. We remind you that Le Clos des flos is not a day-care service and that any child present requires the company of an adult.





Tournois des Nations

Closing ceremony - 8:00 to 9:00 pm

Come and admire the glories of the *Tournoi des Nations – Orhis 1025* at the official prize-giving ceremony. You'll be able to discover the various champions of the 16 tournaments who will finally take their place on the podium for their moment of glory, and of course, for your enjoyment. Practice your cheers and smiles of pride, because we'll be waiting for you in large numbers near the stage in front of the Auberge.

Closing show - From 9:00 pm

Starting at 9:00 pm, come and feast to the sound of Svarica's intoxicating songs. Their frenzied music will have your feet aching

It's a date on the Tournoi des Nations main stage!

La Banque de l'Hippocampe – 1:00 to 6:00 pm

The Banque de l'Hippocampe will be open to process all end-of-season transactions.

Comptoir des greffes – 3:00 to 6:00 pm

The registration desk will be open in the basement of the Auberge for all transactions concerning the gaming platform.

Syta draws – 6:15 to 6:45 pm

The Syta des Érudits draw will take place at 6:15 pm on the ground floor of the Banque de l'Hippocampe.





Tournois des Nations

Appendices (regulations for certain tournaments)

Appendix A: Combat d'archers

Land

- Neutral zone: The neutral zone is delimited by the white lines in the center of the field. A participant must have both feet behind this line to shoot.
- Dead zone: The starting zone is marked by a yellow line. If one (1) participant shoots from the dead zone, he is dead.
- On-site structures cannot be moved.

Arrows

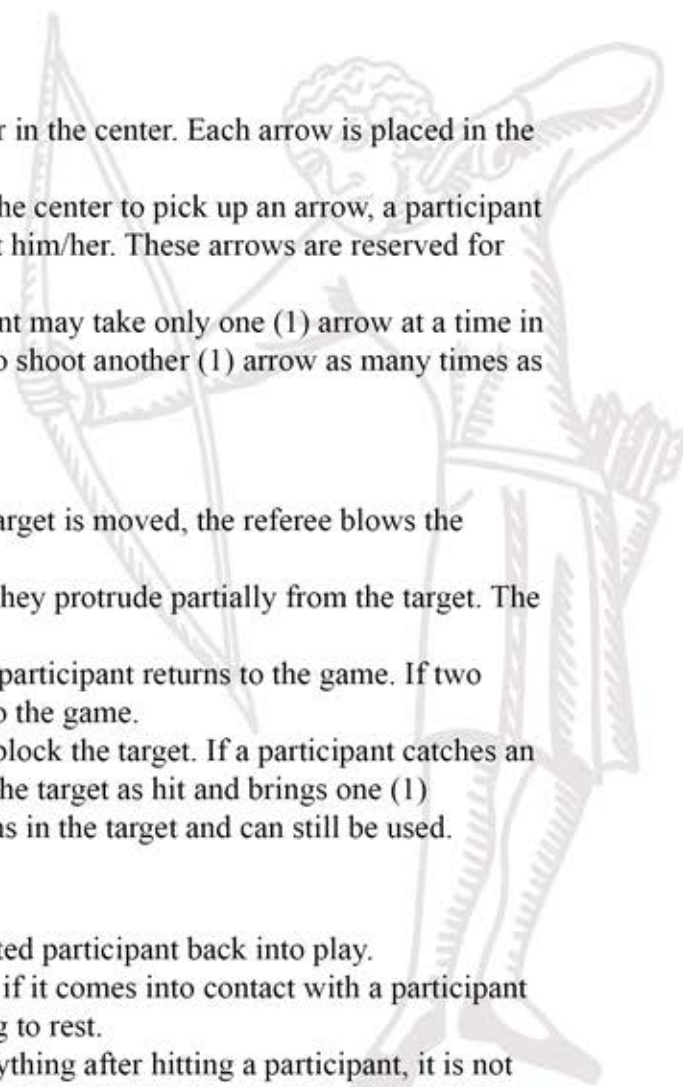
- Center placement: Arrows are placed next to each other in the center. Each arrow is placed in the opposite direction to the arrow next to it.
- Selecting an arrow on the first run: On the first run to the center to pick up an arrow, a participant may not pick up an arrow whose notch is not pointed at him/her. These arrows are reserved for the opposing team.
- One (1) arrow at a time in the neutral zone: A participant may take only one (1) arrow at a time in the neutral zone at any time. A participant may return to shoot another (1) arrow as many times as desired, but always one (1) arrow at a time.

Target

- Moving the target: The target may not be moved. If a target is moved, the referee blows the whistle to declare a time-out and replace the target.
- Balloons: The balloons are placed in the target so that they protrude partially from the target. The referee checks the pucks between rounds.
- Hitting a balloon: When a balloon is hit off target, one participant returns to the game. If two balloons fall at the same time, two participants return to the game.
- Blocking the target: It is forbidden for a participant to block the target. If a participant catches an arrow or is hit in front of the target, the referee counts the target as hit and brings one (1) participant back into play. However, the balloon remains in the target and can still be used.

Catch

- A caught arrow: A caught arrow brings one (1) eliminated participant back into play.
- What counts as a catch: An arrow is considered caught if it comes into contact with a participant or his bow and then touches nothing else before coming to rest.
- What is not considered caught: If the arrow touches anything after hitting a participant, it is not considered caught. If the arrow touches the ground, the net, a wall or an obstacle, the participant is eliminated. The arrow must come to a complete stop before coming into contact with an object for it to count as a catch.





Tournois des Nations

The pan

- A metal plate is suspended in the air at the back of the pitch on each side.
- Once (1) per game, a team may aim at the plate (Pan) to bring back to life all the dead participants of its team.

Back in play

- When a participant returns to play, he must touch his back wall before he can be considered in play.
- He can't pick up arrows as he passes, and he can't be eliminated until he's touched his wall.
- However, he must touch the back wall within five (5) seconds of a catch or dropped balloon.

Disposal

- Elimination: A participant is eliminated if he is hit by an arrow and fails to catch it before it hits the ground or an object.
- Bounces: If the arrow touches the ground, wall, net, target, another participant or an inflatable obstacle before hitting a participant, the participant is not eliminated. The arrow eliminates only on its first contact.

Game release

- When hit, a participant must raise his hand in the air and exit the field as quickly as possible, trying to skirt along the bottom of the field so as not to interfere with the vision of other participants

Faults

- Anything that goes against *"fairplay"* is a fault. See *Fairplay*.
- If a participant commits a foul, the referee blows his whistle and all participants must stop moving immediately.
- Participants who had an arrow in their hand must place it on the ground in front of them and wait for the referee's whistle to continue playing.
- The whistling referee indicates which participant has committed the foul and sends him/her to the dead zone.
- The game restarts at the sound of the referee's whistle.
- A participant may be expelled from the game if he commits four fouls or one serious foul.

Fairplay

- Hitting your opponent's arrows in the center: It is forbidden to hit your opponent's arrows when taking arrows in the center.
- Hit by an arrow: If a participant is hit by an arrow, he must leave the field. The referee will decide if necessary, but the participant should leave the field on his own. If a participant hits an opponent who does not leave, wait until the end of the round and report this to the referees. Participants who cheat will receive a warning and/or a penalty.
- Hiding in the dead line: A participant may not hide near eliminated participants in order to avoid confusion surrounding dead participants.
- Verbal or physical abuse is prohibited.
- Respect for participants and referees is very important.





Tournois des Nations

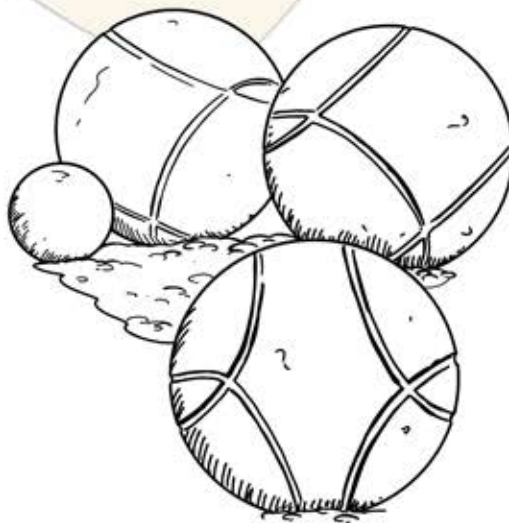
Appendix B: Pétanque

Course

- The team that starts the game is chosen at random, and any participant from that team chooses the starting point and places himself in the circle.
- The latter throws the jack from a distance of between six (6) and ten (10) meters before throwing his first ball, trying to place it as close as possible to the jack.
- The opposing team member enters the circle and throws his ball, trying to place it even closer to the jack than his opponent's ball, or to chase it away by shooting.
 - If he succeeds, it's up to a member of the other team to play again.
 - If he doesn't succeed, his teammates play their balls until they regain the point or run out of balls.
- As soon as the participants in a team run out of balls, their opponents play their balls, trying to place them as best they can.
- Once the two (2) teams have no more balls to throw, the points for the current round must be counted.
- Then a member of the winning team throws the jack and the next round begins.

Counting points

- When there are no more balls to throw, the team whose ball is closest to the jack scores points for the round in progress. The team scores as many points as the number of balls placed closer to the jack than the opposing team.
- If, after the end of the lead, the game is tied, an additional lead is played.





Tournois des Nations

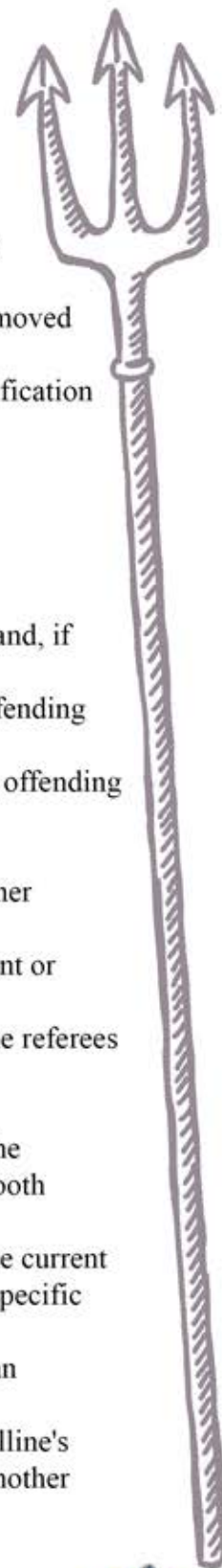
Appendix C: Tactika

Fairplay

- Help the referees by remembering your fairplay and not disputing their decisions.
- If the referees agree that a team (and not individual participants) has not shown fairplay during an event, it will be disqualified.
- If the gesture is judged to be severe by the referees, the offending participant will be removed completely from the event in progress and potentially from the tournament.
- Disrespectful behavior towards a referee will not be tolerated and may result in disqualification of the team.

Penalties

- In the event of a penalty, a stoppage in play is whistled, the referees consult each other and, if necessary, the head referee calls the penalty.
- A first offence results in a penalty (orange flag) and a whistled stoppage of play. The offending participant will be removed from the event for 120 seconds.
- A second offence results in a penalty (orange flag) and a whistled stoppage of play. The offending participant will be removed completely from the event in progress.
- If a team incurs three penalties, it automatically loses the event in progress.
- Physical contact: Penalty awarded when a participant makes physical contact with another participant. The penalty is given to the instigator of the contact.
- Shield charge: Penalty awarded when a participant initiates contact on another participant or shield with his shield.
- Excessive force: Penalty awarded when a participant uses force deemed excessive by the referees when making a shot with his weapon.
- Ignore moves: Penalty awarded when a participant ignores one or more moves.
- Unsportsmanlike conduct: Penalty awarded when a participant constantly argues with the referees, verbally increases the tension between the two teams or interferes with the smooth running of the tournament through his/her attitude.
- Ignoring an event rule: Penalty awarded when a participant breaks one of the rules of the current event (too many hast weapons, commander hiding in his healing well, any other event-specific rule, etc.).
- Jumping: Penalty awarded when a participant jumps to make a hit with his weapon on an opponent.
- Non-respect of combat rules: Penalty awarded when a participant does not respect Bicolline's combat rules. For example: repeated blows to the face, using one's weapon to restrain another participant's weapon, etc.





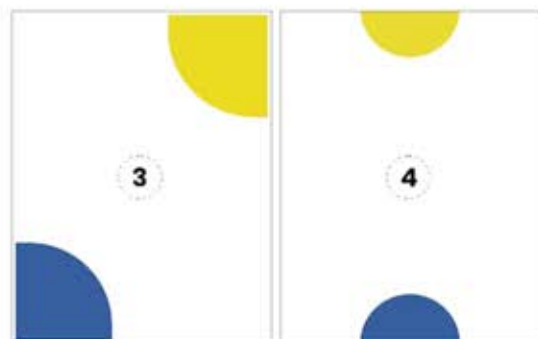
Tournois des Nations

Tests

- Out of four (4) possible events, three (3) will constitute Phases 1, 2 and 3 (final). A draw is made. Each event has a possibility of two (2) fields, which will also be drawn.

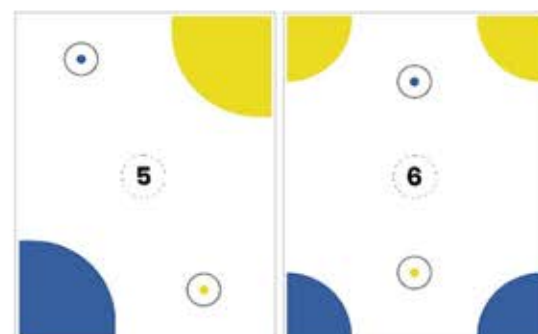
Trial 1 - Enemy annihilation (100 deaths)

- The aim is to kill everyone before your team is wiped out.
- Each team has a healing well that can give up to a maximum of 100 lives. Each time a dead man uses the well, his team loses a point.
- The aim is to make the opposing team lose as many lives as possible.
- Two (2) things can put an end to this ordeal:
 - A team has no more lives.
 - The timer reaches ten (10) minutes.
- Tie-breaker:
 - Differential (enemies killed \pm team deaths).
 - Time.



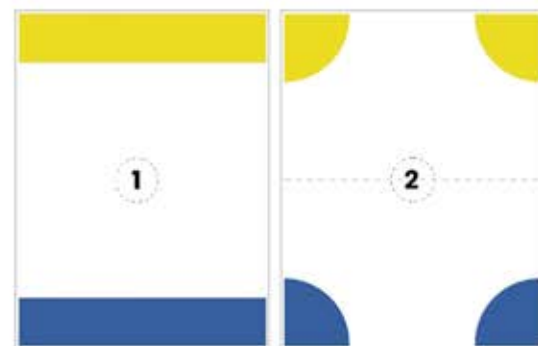
Test 2 - Gueling gueling pouet

- The aim is to be the team with the most successes.
- The bell must be rung (or pretended to be rung) to accumulate a success. Ringing the bell means ringing it three (3) consecutive times.
- The test lasts 20 minutes.



Test 3 - Ground control

- The aim is to maintain control of the terrain for as long and as often as possible.
- The test lasts 10 minutes.
- Two (2) referees are assigned to scoring.
- When one (1) referee judges that a team controls a majority of the field, the team accumulates time.
- As soon as the land is contested, time is stopped.
- Tie-breaker:
 - Time.
 - Eight against eight, the first team to eliminate its opponent.





Tournois des Nations

Appendix D: Trollball

The team

- A team is made up of the following participants, for a maximum of 16 participants per team (excluding the coach):
 - Seven (7) to ten (10) swordsmen.
 - Two (2) healers.
 - Four (4) reservists (maximum).
 - One (1) coach (if desired).
- During a game, there are five (5) trolleurs and two (2) healers on the field and between two (2) and five (5) trolleurs waiting behind the line.
- Substitution of a participant during a game is only possible in the event of injury, during a time-out or at half-time. A substitution of participant between two (2) jousts is permitted as long as there are no more than 16 participants on the entry form.

Playing the game

- Any questions or requests to the Trollball Committee must be communicated either before a game, at half-time or at the end.
- The pitch measures 27 m x 15 m (90 ft x 50 ft) and is surrounded by a 1 m (4 ft) corridor for healers. The substitutes' entrance measures 2.5 m (8 ft.). Distances in meters have been rounded.
- The captains of the two (2) opposing teams may draw lots to decide which side of the field to play on, if they wish.
- Games last 20 minutes (two (2) sets of ten (10) minutes each), plus a three (3)-minute break for changing sides. Each team is entitled to one (1) time-out per end.
- The aim is to drop the troll head into the opposing team's barrel. The team with the most points wins.
- Troll heads can only be touched with the hands, not with the weapon or feet. The only exception: if a trolleur has the head in his hand, it is considered an extension of his body. When hit by a sword blow, the trolleur dies. The head cannot be thrown. Passing to another trolleur is therefore from hand to hand.
- Only a referee can decide whether a goal is valid by blowing a whistle or, if necessary, taking the troll's head from the bottom of the barrel and putting it back into play when the goal is invalid.
 - If the goal has been displaced, the referee must replace it as soon as possible without interfering with play.
 - If the goal has fallen or been displaced and the referee is unable to intervene, the participant may put his head back where the goal was at the start (which will be marked if necessary by the referee).
- There are two (2) healers per team, as well as a maximum of five (5) trolleurs on the field and a minimum of two (2) trolleurs in the replacement zones.





Tournois des Nations

- Trolleurs are armed with a maximum 112 cm (44") sword. There are five (5) swords per team. These must be checked by the referees before the start of the tournament. Bring spare swords in case of breakage.
- At the start of each face-off, the troll head is placed on the line in the center of the field. The two (2) teams must stand behind their respective goal lines and wait for the starting whistle.
- The participants all come back to life after each point.

Trolleys

- A touch, with the blade or point of the sword, on any part of the body (except above the shoulders) puts the participant (ally or opponent) in a state of death. Pay particular attention to touches to hands, fingers, wrists, feet and clothing.
 - Participants' heads do not count in Trollball and must not be aimed at.
 - All blows above the shoulders are forbidden in trollball (throat, neck, head, face).
 - A troller who accidentally delivers an over-the-shoulder shot DOES NOT DIE. He will, however, receive a warning or penalty at the end of the point.
 - A trolleur or healer who RECEIVES a blow above the shoulders DOES NOT DIE.
- Substitute trolleurs waiting behind their line can only re-enter the field if one of their healers hands them a sword, and then only in the entrance area.
- When a troller scores a goal, he must return the troll's head to the center of the field.
- We ask everyone to show fairplay and not to throw a punch after being hit.
 - However, simultaneous hits are considered valid. It is up to the referees to relieve a participant who has been unjustly killed, according to their best judgement.
 - A trolleur caught hitting after being hit will receive a penalty.
- A troller who feels that his shot should not be counted by his opponent (e.g. in the case of a not quite simultaneous hit) is encouraged to signal to his opponent to stand up. The opponent who is relieved in this way must shout "Alive!" before he can return to the offensive.

The death

- A dead trolleur immediately kneels, turns his sword over and holds it vertically close to him. It is permissible to pivot in the direction of the baseline, not in the direction of the healer.
- A trolleur may not start in a dead position and then change his mind, for whatever reason, unless the opposing trolleur who killed him tells him so clearly or through the intervention of a referee.
- The dead trolleur can do nothing more. He kneels where he was hit and waits for one of his healers to pick up his sword and allow him to return behind his goal line. If he had the troll's head in his hand, he simply places it beside him, without throwing or hiding it.
- A trolleur who leaves the field or steps on a line dies. He kneels at his exit point (one foot and sword inside).
- In the event that a trolleur goes completely off the field (because of his momentum), he dies the second he touches or crosses the line. The trolleur must return inside the field (one foot and sword inside the field lines) to allow his healer to collect the sword.





Tournois des Nations

- Once his sword has been taken by his healer, the dead trolleur must leave the field and join one of his team's substitutes' zones without obstructing the movement of other participants.

The healers

- Healers retrieve the swords of dead trolleurs from the field and return them to the replacement trolleurs in the replacement zones (zones marked out at the four (4) corners of the field). Healers cannot throw swords to replacement trolleurs.
- Healers can only carry one (1) sword at a time and cannot touch Trollball's head.
- Healers cannot heal a trolleur who is completely outside the field's boundaries.
- Healers can run in and out of the field.
- It is permissible to interfere with a healer's movements, as long as there is no physical contact.
- Any part of a healer's body that is in play, including the sword he is holding, is considered to be in play. So, if a trolleur touches that part with his sword, the healer dies.
- In other words, if a healer is hit on the elbow, and that part of his body is in play, even if the rest of his body is on the other side of the line (offside). The healer dies.
- A healer dies in the same way as a trolleur. The sword carried by the healer counts if it is touched by an opposing trolleur. If a healer is hit, he kneels where he was hit and waits for the next point before returning to the game.
 - A living healer can retrieve the sword held by a dead healer and return it to a replacement, but this does not bring the dead healer back to life. He must therefore remain kneeling in the place where he died or leave the field.
 - If a team loses its two (2) healers, it can no longer heal its dead for the current point. Whichever team scores the goal, it's counted, the match continues, and the healers come back to life.
 - The team that manages to kill the two (2) opposing healers earns five (5) extra points.

Equipment

- Decorum is the order of the day.
- Armor and shields are not allowed.
- Authorized weapons :
 - Approved one-handed sword (112 cm/44 in. maximum), with or without guard.
 - If it has one, the width of the guard is limited to 15 cm (6 in.) at the widest point of the guard. The length of the guard is not limited.
- Spiked shoes are prohibited. Shoes with turf or indoor soccer soles will be allowed, or shoes without spikes with flat soles. Barefoot is permitted.





Tournois des Nations

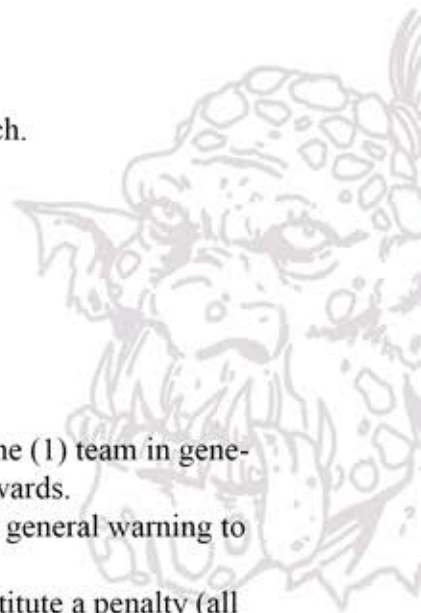
- For safety reasons, all participants wearing shoes must show them to a referee or steward before the start of their first match of the tournament to confirm that they comply with the regulations.
- Although sneakers are permitted for safety reasons, a standard of decorum must still be respected:
 - Choose brown, black or gray shoes.
 - Flashy brand names are not permitted.
 - Bright colors are not permitted

Numbers

- Each participant must present himself with one (1) visible number for each match.
- A participant must also keep the same number throughout the tournament.

Warnings and penalties

- Basic principles :
- A penalty means one (1) less participant on the field.
- Penalties and warnings may be awarded to one (1) participant in particular, to one (1) team in general, or to both teams as the case may be, at the discretion of the referees and stewards.
- If a foul becomes recurrent during the same match, the head referee may issue a general warning to both teams to raise their awareness.
- Three (3) cautions within the same team (from the same participant or not) constitute a penalty (all types of cautions combined).
- A participant who accumulates three (3) penalties in the same match will be expelled (all types of penalties combined).
- The basic penalty is the loss of a sword at the next point.
- Any form of physical or verbal violence will lead to the immediate expulsion of the offending participant from the tournament, with no possibility of subsequent reinstatement. More serious consequences may apply depending on the case.
- Challenging arbitration: Penalties
- The referees' judgment is final. Neither the participants, nor the team captains, nor the coaches, nor the crowd can contest their decisions.
- If necessary, arbitrators may ask to consult certain participants on a situation that requires clarification.
- Striking after death: Penalty
- Please note that this penalty differs from the ignored shot penalty. In this case, the participant has been hit and does not ignore the hit but takes advantage of the simultaneous hits rule to kill one or more opponents before dying himself.
- It is forbidden to initiate a move after having been hit.
- Ignored shot: Penalty
-





Tournois des Nations

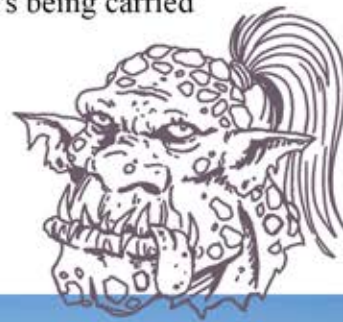
- A participant who ignores a touch will immediately be put down by a referee and will receive a penalty at the end of the point.
- The referees also reserve the right to relieve one (1) or more participants who have been killed by a trolleur who has ignored a touch.
- Warning: if the team of the participant who ignored the shot scores one (1) point, it will be cancelled in addition to receiving the penalty. This also applies to the five (5) points for killing the two (2) healers.
- Extra player: Penalty
- At all times, there must be a maximum of five (5) trolleurs and two (2) healers per team in play. If there are too many participants, the point will be stopped and restarted, this time applying the "extra player" penalty.
- Unsportsmanlike conduct: Warning or penalty as appropriate
- This warning or penalty can be given for a number of reasons: for example, to a trolleur who deliberately puts his head in front of the opponents' swords so that they get penalties, or a trolleur who walks to score a goal or simply doesn't make the point voluntarily.
- Physical contact: Warning or penalty as appropriate
- A number of behaviors can lead to physical contact: for example, a charge, a poorly controlled jump, a dangerous slip, etc.
- However, we penalize the result (physical contact) and not the cause.
- Delay of game: Warning
- A number of behaviors can lead to a delay in play: for example, excessive muttering, a team arriving late for its game, a team's trolleur taking too long to get back behind the starting line after a point, a trolleur failing to return the head to the center of the field after a goal (or replacing it incorrectly), a participant failing to give his number to the statisticians, and so on.
- Striking the dead: Warning
- You must avoid hitting participants who are already dead. This unpleasant behavior causes tension between teams.
- Blow above the shoulders (head, face, throat, neck, etc.) : Warning or penalty as appropriate
- All blows above the shoulders are forbidden.
- A trolleur who accidentally or unintentionally GIVES a blow above the shoulders DOES NOT DIE. He will, however, receive a warning at the end of the point.
- The participant who RECEIVES an above-the-shoulder blow also DOES NOT DIE.
- Note: A participant who receives a blow above the shoulders THAT CONTINUES on a valid part of the body (shoulder, arm, torso, etc.) must count the blow and kneel.





Tournois des Nations

- Starting line: Warning
 - Start with one (1) foot in front of the starting line.
- Holding the sword out to the healer: Warning
 - It is forbidden to hold a sword towards a healer.
 - A dead participant may, however, pivot towards THE BOTTOM LINE.
- Dead men tell no tales: Warning
 - The dead don't talk, they don't encourage, they don't give advice or warnings to their team, they don't criticize the opposing team or the referees' decisions. They are dead.
- Damaging play equipment: Warning
 - It's forbidden to deliberately hit the troll head (unless it's being carried by a trolleur), throw it, kick it, and so on.





The clash of the Admirals

The ocean: the final frontier.

While the nations of the Seahorse world have fought over the Central Lands for generations, recent technological advances have enabled the construction of ships capable of navigating the high seas. The Elven and Norse peoples have claimed this mastery since ancient times. At the dawn of the second millennium, the race for military and commercial fleets intensified for fear of being overtaken by progress. Meanwhile, the navigators of the maritime guilds embarked on daring expeditions to discover the secrets of the waves.



Schedule and Registration

- For the Tournoi des Nations, clashes take place at **10:30 am, 1:00 pm and 3:00 pm**
- All admirals wishing to register must send an e-mail before June 9, 2025 to frederic.dalphondb@bicolline.org
- There are 12 places available. If there are more applications than places available, places will be allocated on a freelance basis.
- Each admiral registers his fleet for a 90 minutes slot, facing three opponents simultaneously.
- The admiral **must be present** to direct his fleet.
- Crew composition: minimum 2 participants, maximum 3 per fleet. Fleets that are incomplete or absent at their scheduled time will lose their slot.





Fleet composition

Each fleet consists of :

- 1 Frigate (flagship)
- 1 Galleon
- 1 Caravelle

The Captains

- Each captain commands his own ship. If a fleet has only one captain, that captain commands the two secondary ships.

Roles

The Admiral

- Command the frigate.
- Possesses special powers that he can assign to his captains or his frigate.
- Each ship can receive only one face-down power at a time.
- Once used, a power can be replaced.
- If a ship is sunk, all its powers (even hidden ones) revert to the admiral.





Game progress

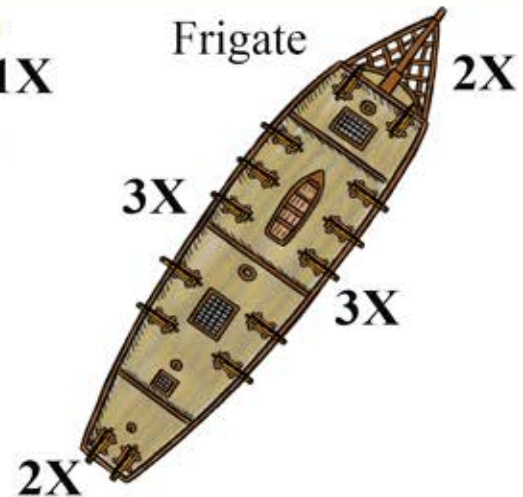
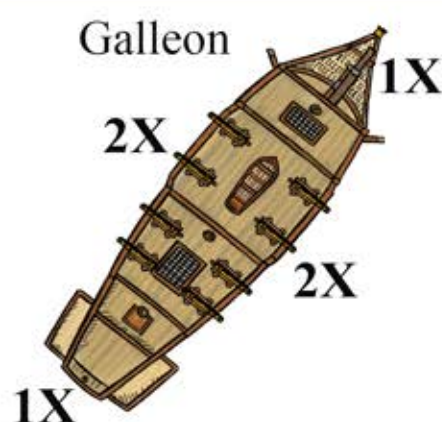
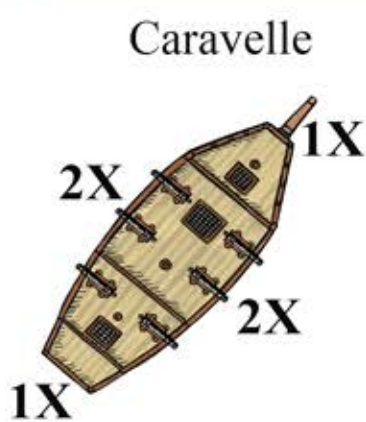
Discussion phase

- Before each turn, players discuss their strategies. This is when the Admiral allocates (or not) powers.

Movement phase

- During the trip, **all communication between fleet members concerning travel is forbidden.**

Ship	Initiative	Speed	Shots	Structure
Caravelle	1	Rapide	2+2+1+1	10
Galleon	2	Moyen	2+2+1+1	15
Frigate	3	Lent	3+3+2+2	20



Rules of Naval Combat

Deployment

- Each fleet starts in one of the **four equal zones** on the board.
- The order of play follows the **initiative, clockwise.**

Initiative

- The ship with the highest initiative moves first.
- For each type of ship, the order of movement is drawn at random (e.g.: caravels, then galleons, then frigates).

Moving

- Vessels can turn **30°** (port or starboard) at the beginning, middle or end of their journey.
- **Minimum distance required:** at least half their range. Movements are made from the base of the hull.





Ramming

- If the ship moves more than half its distance: 2 points of damage inflicted.
 - Less than half: 1 point.
 - The rammed ship is displaced by 1 inch.
- Ramming takes place as soon as the model comes into contact with the enemy model.

Boarding

- If two ships are side by side, a collision is triggered:
 - **1 point of damage** for each ship.
 - They can still shoot.
 - Ships in a collision cannot **move** until one is sunk. For a collision to be successful, a ship must go directly to its target and then make a maximum 30-degree pivot in order to stick its ship to its target's side.



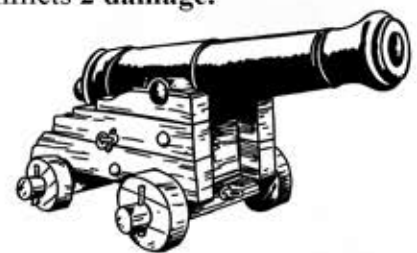
Collision

- Collision with a **reef (table side)** or an **allied ship: 1 structure point lost.**
- The ship completes its move but can be steered again by **30°**.



Shots

- The firing order is determined **randomly**. The whole fleet fires at the same time.
- Firing is **simultaneous**: a sunken ship can still fire.
- Shots are fired from the hull at the base of the model, in the center for the flanks.
- **Shooting angle: 15°**, with template. A shot is valid if the template touches a visible portion of the target model, without obstruction.
- **Range**: on a roll of 1d6
 - Short: touch on 3+.
 - Long: touch on 5+.
 - A 6 inflicts **2 damage**.





Boarding phase

- Each side rolls **2d6** and adds its **structure points** (remaining combatants).
- The difference is the **amount of damage** inflicted on the loser.
- The winner receives **half the damage inflicted** (rounded down), limited to the loser's remaining combatants.



Admiral's powers

Name	Type	Effect
Heroism potion	Boarding	Double the ship's strength.
Scrap hammers	Boarding	Double the boarding dice.
Explosive barrel	Fight	Inflicts 5 damage to adjacent ships when destroyed.
Anchor	Movement	Allows a 180° turn before or after the movement.
Large sails	Movement	Allows a second move .
Makeshift repairs	Movement	Repairs 5 points (without exceeding the maximum).
Chain gun	Shooting	Immobilizes a short-range ship for the next turn.
Escape maneuver	Shooting	Cancels all shooting damage for the turn.
Admiral's salvo	Shooting	Double the salvo of a ship.
Pacte des brumes	Movement	Admiral only: ceasefire with another admiral for one turn (no boarding, firing or ramming).

Note: If the frigate is sunk, all **unallocated** powers are lost. Powers already in play can still be used.





Victory conditions

- **Last fleet still afloat** with at least one ship.
- If several ships are still afloat:
 - Number of structure points remaining.
 - **Treasures collected** from an unsunken ship. Each treasure is worth between 1 and 6 points.
 - War trophy: Sinking a caravel offers 2 points, a galleon 4 points and a frigate 6 points.
- If still tied: admiral with **most powers in hand**.

Awards and Panache

- The crew with the **most panache** gains **+1 notoriety** for the admiral's guild. A guild cannot earn this point more than once a year.
- Each participant receives **20 solars**.
- The victorious admiral wins a **collector's item**.
- The winning fleet will have its name **engraved on a plaque** in the maritime building.
- **Sanction**: losing admirals lose **1 structure point** on their flagship in the current season (Geopolitics).





The clash of the Admirals

Deployment

4 Fleets of 3 players

Galleon / Frigate / Caravelle

Galleon / Frigate / Caravelle



Caravelle / Frigate / Galleon

Caravelle / Frigate / Galleon



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The clash of the Admirals

Deployment

3 Fleets of 3 players

Galleon / Frigate / Caravelle



Galleon / Frigate / Caravelle

Caravelle / Frigate / Galleon



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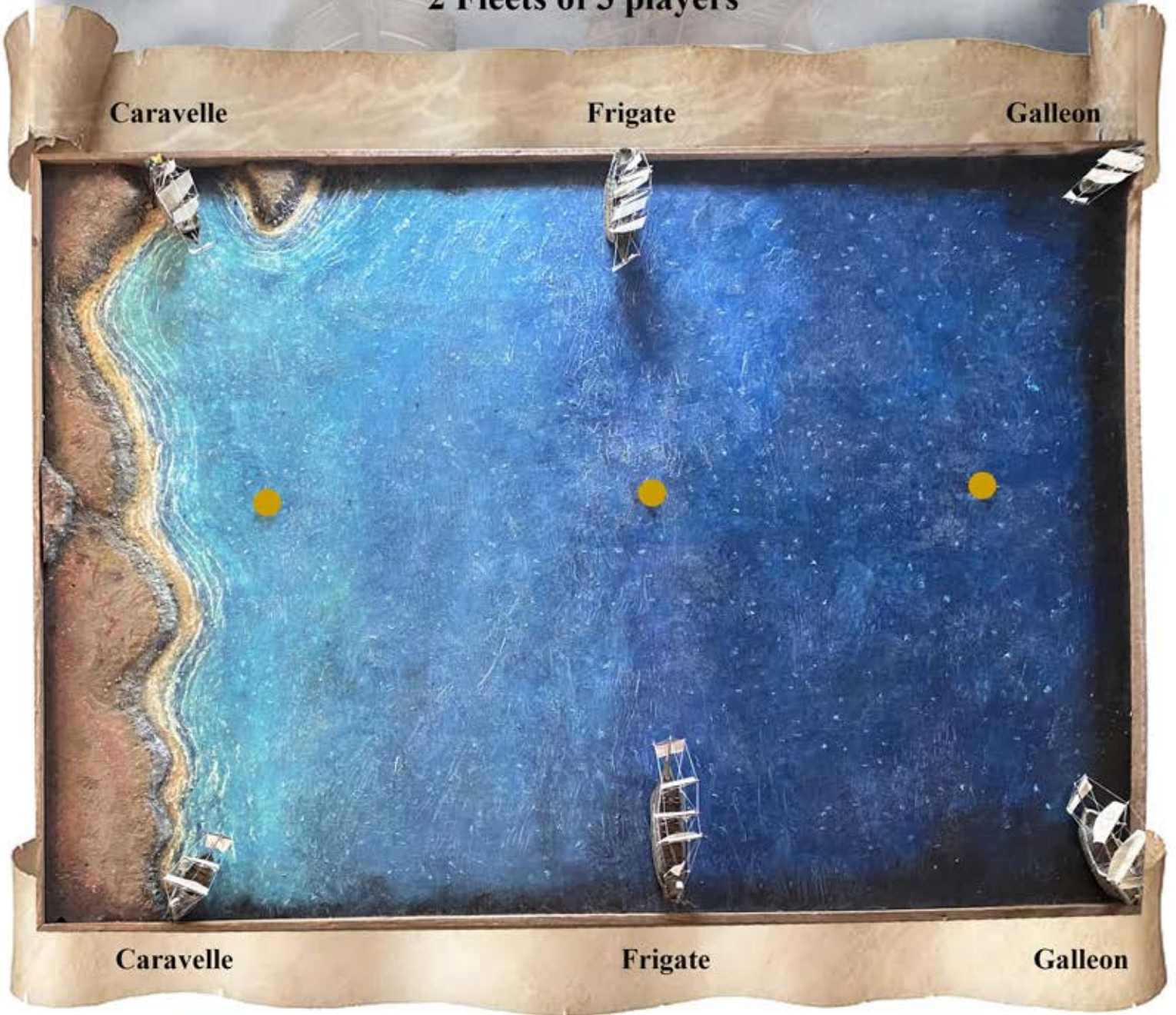




The clash of the Admirals

Deployment

2 Fleets of 3 players



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Tournois des Nations

How to reach us

Location of activity:

Duché de Bicolline

1480, chemin Principal, Saint-Mathieu-du-Parc, Québec, G0X 1N0

E-mails :

info@bicolline.org

For general and logistical questions (registration, welcome, accommodation, etc.).

tournois@bicolline.org

For all tournament-related questions.

maitredejeu@bicolline.org

For all quests-related questions.

gestion.jeu@bicolline.org

For all questions relating to the geopolitical game.

Phone :

(819) 532-1755

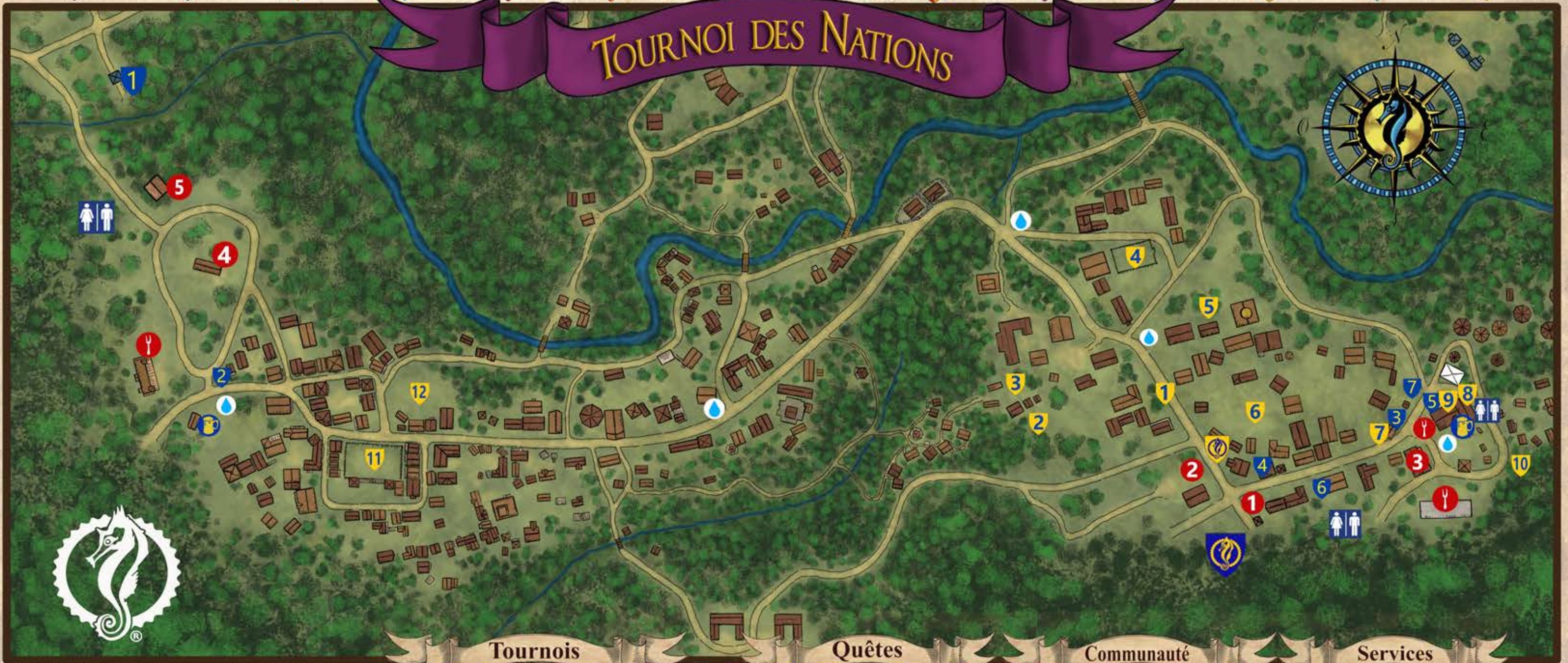
*Looking forward to hearing from you!
The Duché de Bicolline team*

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





TOURNOI DES NATIONS



Duché de Bicolline

- Tournois**
- 1- Artillerie
 - 2- Cercle de Loren
 - 3- Francs archers
 - 4- Tactika
 - 5- Souque à la corde
 - 6- Endurance du guerrier et Course de Kroft
 - 7- Bras de fer
 - 8- Pétanques
 - 9- Échecs du Baron
 - 10- Combat d'archers
 - 11- Trollball
 - 12- Fines lames / Gladiateurs

- Quêtes**
- 1- Magie et Occultisme
 - 2- Artistique
 - 3- Croyance
 - 4- Maritime et Choc des Amiraux
 - 5- Clandestin
 - 6- Commerce et Exploration
 - 7- Politique

- Communauté**
- 1- Homologation
 - 2- Bureau des paris
 - 3- Marché du Duché
 - 4- Tournoi des écuyers
 - 5- Clos des flos

- Services**
- Restauration
 - Point d'eau
 - Scène
 - Kiosque d'informations
 - Accueil
 - Toilettes
 - Bars