

HIC ILLIVS ARMA, HIC CVRRVS FVIT; HOC REGNVM DEA GENTIBVS ESSE,
SI QVA FATA SINANT
IAM TVM TENDITQVE FOVETQVE.

[Virgil, *Aeneid*, I, 16-18]



« Here were her arms, her chariot; even then
A Throne of power o'er nations near and far,
IF FATE OPPOSED NOT [...] »

(Translated by Theodore C. Williams)

PLAYERS' GUIDE



I. VISION

This Larp is based on a Roman uchronic universe, in a decadent and corrupt imperial court in which participants will meet their Fate. From major political decisions to the most mundane ones, they will be confronted to the will of the gods and goddesses, bound to the augurs of their birth. A Larp on free will and the inexorability of Fate.

Participants are not expected to attempt to rewrite history (you will effectively embody characters in an early nineteenth century Roman empire, good luck with that!), but to live through tragic times and witness the possible downfall of a multi millennial Empire. Si Qua Fata Sinant is a narrativist Larp tinged with Romanesque French tradition and Nordic influence. A Larp of alcoves, plots, oracles, and daggers in the dark. Will you take part in the fall of the mightiest Empire that ever was or try to save it, even if it means losing everything, including yourself? Will you be ready to leave your Fate in the hands of the deities?

Aut Bibat Aut Abeat! – Either endure the blows of fate or endure life!

The setting is freely and lightly inspired by the uchronic universe created by Robert Silverberg in his sci-fi fixup novel *Roma Aeterna*. A universe in which the Exodus never took place, where Christianity never emerged, where the New World was discovered by Northmen in the name of Rome, and more particularly, a universe where the Roman Empire survived the Migration Period, to establish its unchallenged authority from the Atlantic to the Indus, from the Spitzberg to the Sahara.

The Game

The staging of *Si Qua Fata Sinant* is largely based on ancient Roman theatre, and more specifically on the *Fabula Prætexta*, ancient Roman tragedy. As such, the Larp will be divided into five acts that end in, well, tragedy. Between acts, there will be time for some additional player-to-player calibration. The Larp does not necessarily accord with the historicity and customs of ancient Rome, notably with regards to gender where we chose a more balanced representation than our various source materials.

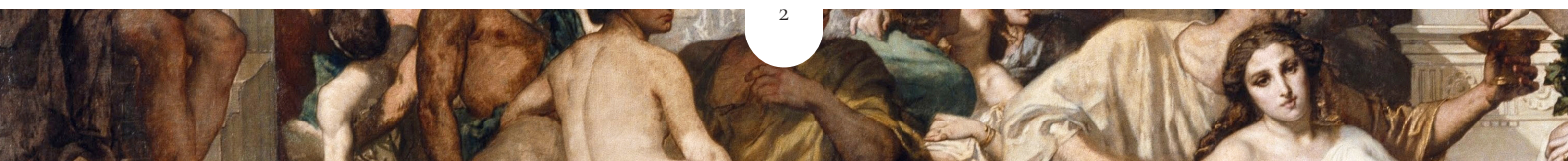
The event is planned for 40 participants, each with a character linked to a destiny, a *Fatum*, decided by the gods and goddesses. It will take place over three days, with briefings and workshops on Friday, the five acts (see below) from Friday evening to late Saturday and debriefing on Sunday.

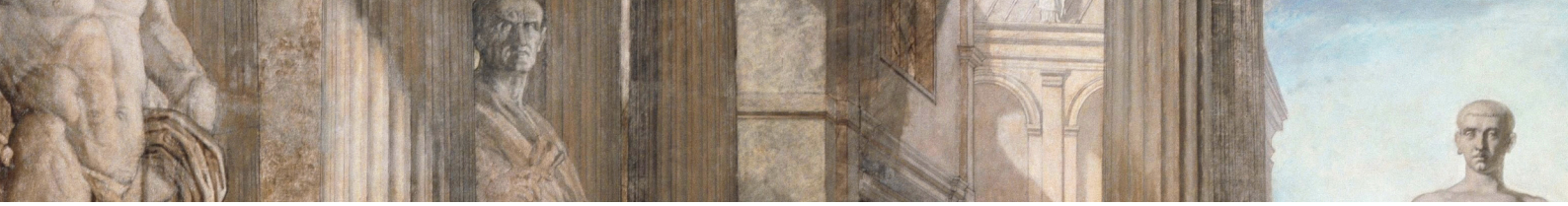
Themes of the Larp

- Fate
- Power
- Decadence & Lust
- Imperialism
- Xenophobia
- War & Peace
- Class-Struggle
- Maternity/Paternity & Fertility issues
- Sexual violence in various forms

NOT PART OF THE LARP

Sexism





Structure

PROLOGUE

Where the guests and participants of the Imperial banquet gather. Where old friends and foes meet. Where the essence of the Roman spirit is expressed in orgy and decadence. Where participants take the measure of their characters and their place in the dramaturgy.

Atmosphere of the act:

Henry Purcell, *Fairy Queen*, Z 629, Symphony (Act 4)

ACT I. MATER PATRIAE – MOTHER OF THE HOMELAND

The grandeur of the Empire shines on every face and warms every heart. An act where the dream of the Empress brightens the destiny of Rome. Where each of the characters starts the journey that will lead them to their destiny, yet where the future still seems bright for all.

Atmosphere of the act:

Antonín Dvořák, *Symphony No. 9 in E minor, Du Nouveau Monde*, Op. 95, B. 178, Finale: *Allegro con fuoco*

ACT II. DIES IRAE – Day of WRATH

An act where political and interpersonal tensions and divisions come to the fore. Where characters are gradually becoming aware of the inescapability of the fate written by the gods and goddesses. Where arguments, conspiracies, threats, and dangers lurk in every corner. Day of anger, day of tears and of terrors.

Atmosphere of the act:

Giuseppe Verdi, *Messa da Requiem*, IGV 24, *Dies irae*, *Libera me*

ACT III. At spes non fracta – But HOPE IS NOT LOST

Where the hope that seemed to be gradually fading is reborn as tensions ease. Where anger and anguish find temporary solace in the dreamed escape from fate. Where the characters find in the excesses and fulfilment of their desires a momentary oblivion to the will of the deities who preside over their destiny.

Atmosphere of the act:

Bedřich Smetana, *The Moldau (Vltava)*

EXODE

Where the different protagonists abandon themselves to the inevitability of their fate. Where the destinies are fulfilled and where the drama takes place. It can only end in blood and tears. Such is the will of the all too human gods and goddesses of Rome.

Atmosphere of the act:

Richard Wagner, *Der Ring des Nibelungen*. Dritter Tag: *Götterdämmerung*, WWV 86D, Act III, *Trauermarsch* (Siegfried's Funeral March)





II. setting of the LARP

MMDLXVIII Ab Urbe Condita (2,568 years after the creation of the Eternal City, Rome). For over two thousand years, the Roman Empire has ruled over a quarter of the world's population, stretching from the Polar Circle to the deserts of Africa, from the Panjshir Valley to the Atlantic Ocean (and even beyond). Despite the many threats, civil wars, divisions, numerous attempts at invasions and upheavals, the Empire has endured, Rome has survived all the torments and maintained its greatness. Rome is Caput Mundi, the centre of the world, the capital of an Empire that seems eternal.

Its legions enforce the Pax Romana (Roman peace) on all the provinces under the Empire's control, and on the seas far beyond its borders, while its merchants travel on the roads to bring back many exotic goods from the far reaches of the world. Few powers in the world can oppose the will of the Empire, or do not wish to be friends of Rome, but the empires of the New World, beyond the Western Ocean. Wealthy and coveted, they repelled Roman attempts to invade - though Romans would say "civilise" - and were able to protect themselves from external influences.

The Roman Empire is mainly at peace, except for some usual skirmishes on its Southern and Eastern borders, but nothing that can really worry a Roman worthy of the name. Yet order and concord are threatened from within. The sumptuous and irrational expenditure of the Empress Octavia II endangers the finances of the Empire, while Roman citizens complain about the looming famine and disease outbreaks that are wreaking havoc in some external provinces.

As rumours of unrest grow, Empress Octavia II invites the most influential members of the Senate & Roman administration to share her grand vision for the Empire, and get its funding approved ahead of the formal Senate vote. Plans of conquest to revive the fighting spirit of Rome and irrigate the Empire with new riches from the barbarian kingdoms of the New World. Will the Empire follow Her in this direction? Will the gods and goddesses cast a benevolent eye upon this adventure, or will they seal the fate of the Empress by arming the hands of those who feel Her demise is the only way to save the Empire?

The wheel of Fate turns for all the protagonists. The future of the Empire, the future of Rome, but also of all those who will answer the call of Octavia II is at stake in these decisive days when the eyes of the gods and goddesses are on them. Will they abide by the will of the heavens?





III. Fateplay

The notion of Fate, Fatum, is at the heart of the Larp and will heavily influence the events, interactions, and the psychology of each character. Their lives are not in their hands, but primarily in those of the deities. For each participant, the aim will be to enable their fate to unfold in the most dramatic possible way. There is obviously **no obligation whatsoever** to succeed, and the loved one you were destined to kill may have taken their own life before you could do so, but **we do encourage you to calibrate between the acts** with your co-participants so that you can all go down with much drama.

Although all participants will be aware of the Fate of their character, the characters themselves may not know it. If your Fate as a mother is to sacrifice your son to appease the heavens, then perhaps you have not quite told him he was destined to die by your hands (perhaps). Participants coming to pray to the gods and goddesses may, at any time, ask the priests and priestesses to reveal the augurs of their birth though, so that is an in-game mechanic for your character to find out their fate.

Your Fate will be yours and yours alone: it is given to you as a guideline for your narrative arc and yours to fulfil. That means that there will be little elements brought by the organisers to push you towards it as an individual character. We rely on participants to **enrich their backstory** with elements (but it's not mandatory, each character will have enough elements for a complete game) and relationships that will enable them to fulfil their destiny and to calibrate between them between the acts to do so. Obviously, characters should try and fence off terrible fates and do everything they can to avoid it, all the while, participants should arrange their narrative arc to enable its fulfilment.

The influence of the Fatum on the life of the characters and the development of the Larp is present in various ways.

ON THE CHARACTERS SHEETS

The Fatum – The Augurs

The Augurs do not have an influence on psychology, but on the Fate and actions of the characters. It is a guideline, the purpose of each character. These omens are expressed in a few sentences that designate the destiny of the character, the goal towards which the participant will tend during the five acts of the Larp. These Augurs are inspired by roles and characters from ancient plays and dramas. It is important to note that each participant will be able to choose if their character is aware of their Fatum (or if they will discover it in game or fulfil it without knowing it was preordained).

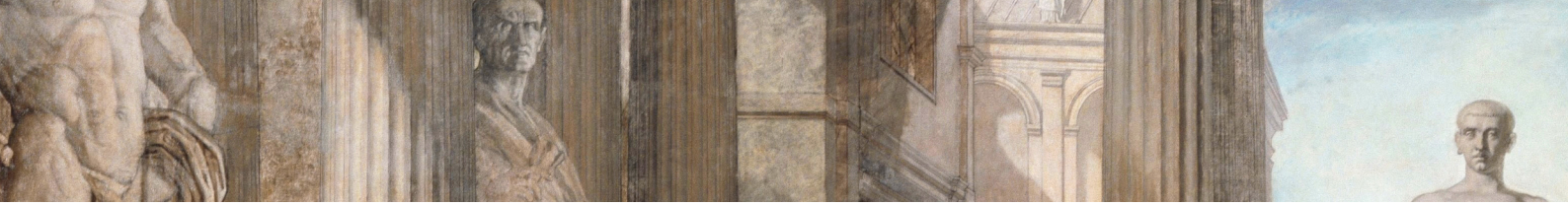
IN THE LARP

Chorus

Throughout the acts, several NPCs will embody the choir of a Greek theatre play. With anonymous masks, they are the representatives of the will of the deities and Fatum. Characters cannot talk to them (except priests and priestesses), but they can talk to the characters (whispers of fate). There is not a single moment, public or private, when they cannot be present during the characters' lives. All and every single human act is done under the eyes of the gods and goddesses.

Words of the heavens

At the beginning of each act the augurs are drawn by the official haruspices (priests and priestesses) of the Empire in presence of the choir. This scene is totally diegetic, but its results concern what happened in the previous act (or the past, for the prologue) and the mood of each act. The goal is not to dictate the actions of the characters, but to set an atmosphere for the following act.



Prayers to the heavens

Each character has the opportunity during the game to light a little candle (yes, because slaying white cows was cool but somehow more complicated) on one of the altars to one of the five major deities in the official Empire cult (Jupiter, Mithra, Juno, Diana and Venus) to say a prayer. On this occasion, the participant expresses aloud the secret desires of their character. This way, the other participants are aware of the intentions of other characters and can create a good scene out of it (enabling play to lose and play to lift opportunities).

Damnatio Memoriae

In the final act (Exode), the priests and priestesses may perform one last important ritual, that of “name damnation” (damnatio memoriae). After the death of someone, their name can be erased from the annals of the Empire and their memory banished from the memory of humankind. This ritual also prevents them from becoming a mane.



The Art of
Momentography





IV. CHARACTERS & GROUPS

Choose your own Fate

The characters will not be selected based on their group, name, status, or function, but rather based on their Fate. It is the Fate of a character which defines them and their role in the general dramaturgy. Still, each character belongs to a core group, has a social status, and supports a political faction. Upon registration, you will be required to list the 4 fates you would be most interested to play out (i.e. “you are destined to kill your father and marry your mother” to name but a famous one) and we will cast the characters according to those wishes.

With regards to the selection of participants, in addition to the selected fates, the organisers reserve the right to cast based on a roman god-like methodology, that is on the most obscure and personal criteria, with a view to also maintaining overall gender, nationality and larp experience balance between participants.

Opponents & Proponents

Opponents and Proponents are a form of proactive pre-established relations between characters, designed to further or hinder one’s fateplay. An Opponent or Proponent can be one way or two ways, and they may influence your Fate a great deal. There is no positive nor negative connotation to the words “Proponent” or “Opponent”. Given that most character’s fates are all but pleasant, an Opponent will more likely be a beneficial influence in the character’s storyline and the Proponent will lead them to their doom - but not necessarily.

Each character will be assigned between 2 and 4 Opponents and Proponents (at least one of each)

Consistency of the characters

In addition to the Fatum which constitutes the heart of this Larp, each character will also have a position in a core group, a social status, and membership of a political faction. These different groups will be further explained in the Larp documents.

The core groups are:

- The Imperial Family
- The Roman Senate
- The Imperial Administration
- The Imperial Council (Consilium Principis)
- The Praetorian Guard
- The Priesthood
- The Imperial Palace staff

The social statuses are:

- The Nobility
- The Senatorial Order
- The Equestrian Order
- The Plebs
- The Barbarians (or Peregrines)
- The Slaves

The political factions are:

- The Optimates
- The Populares

V. COSTUME GUIDE

A moodboard will be provided to participants on the website (and by mail). This moodboard will include costume indications and inspirations for the different factions and social groups.

All pictures by 'The Art of Momentography'
<https://www.facebook.com/The.Art.of.Momentography>
<https://www.instagram.com/the.aft.of.momentography/>





VI. GUIDELINES

Civis Romanus Sum

All the characters in this Larp are “twenty-fifth” century Romans, subjects of the Empire and heirs to a long tradition. They deeply believe in Rome, its institutions and culture, and above all they worship the Roman gods and goddesses. You are not here to invent atheism or direct democracy.

Do NOT make the Revolution!

The Larp is conceived as a progressive experience, which develops in five acts with an increase in power. You can overthrow another character or influence the power balances or modify the dynamics of your Fatum. But never totally overturn the Larp diegesis (Larp world) and the dynamics of fateplay.

Transparency

The larp will be “transparent”, meaning that all participants will be able to consult the other characters’ backstories if they wish. No one will be forced to do so, and it is up to everyone to leave themselves surprises if they so wish. This larp is not a game of secrets: Transparency is a tool for creating a more intense game. It’s not there to restrict creativity. If this game mechanic is new to you and you’re worried about fair play, you should know that our calibration workshops will be there to remind you of the type of game you can expect, to encourage “slow-play” and the art of timing your revelations. There is no point in quickly finding solutions to your problems or shouting at each other from the very first act. On the contrary, one should not hesitate to create a slow build-up of tension to a grand climax!

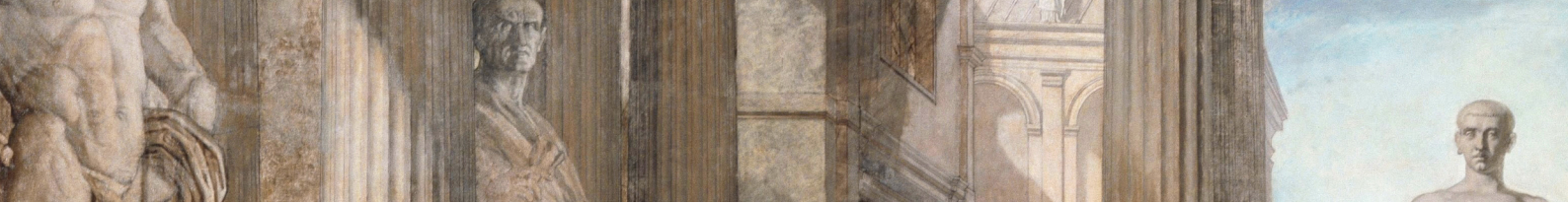
Selection & Co-creation

The backstories are pre-written and assigned by the organisation based on your answers to the selection form, whether to assign you a Fatum or to respect your triggers.

The stories are deliberately short, leaving you plenty of room for co-creation. You’ll find the basic information you need to embody your role: a short description, your Opponents and Proponents, your favourite deities, your dominant character traits, the fates linked to yours, your group’s narrative arc and a personal narrative arc, as well as your relationships with the other characters relevant to your Fatum and some information about your character’s past that is important for your relationships and for fulfilling your destiny. The rest of the information is up to you, so you can create whatever you want if it doesn’t change the elements of your profile. This also applies to the creation of relationships with other characters. Anything that does not contradict what has already been written can be freely added and created together.

Calibration

We believe that calibration between participants is necessary and will therefore be encouraged during the event. You will be able to do this in advance through various channels if you wish, but also on site at various times set aside for this purpose. During the workshops, free time just before the larp begins, and also between each act where you will have time to recalibrate with the other participants in order to get back into the game at your best during the following act.



You cannot escape your Fate!

Leaving the Larp space is not planned. The characters are not prisoners, but the Empire is everywhere around them and they cannot escape their fate nor the deities' influence. If you decide that your character leaves the imperial residence, that is the end of the Larp for them.

What you see is what you get

Your character will only come up with actions that you could act out in real life as well. Anything you need to describe to make it happen, is not allowed ('trying to smash a window'), unless techniques and metatechniques have been put in place to do so (i.e. sex and violence).

You can only die at the end

This Larp is not about fighting and killing each other off before the final act. The death of a character means the end of narrative arcs and Larp dynamics for many people, which would not be interesting for you or anyone else.

The murder of a character must be carried out in a dramatic way, in the same way as an ancient play. So, ideally in the Roman way, with a dagger or gladius. Your characters can commit suicide, but the preference is then for poison.

Play to Lift

You are not just here for your own fun, but also that of the other participants. "Play" each other up, not down. Give other people their moment of glory, share secret information, include other participants in your plans, give others a chance to eavesdrop on your secret meeting, consider the abilities of their characters that they would otherwise lack, etc.

The Larp IS its participants

During the event, each participant is responsible for their own game and creating nice gameplay. We think that an interesting Larp has suspense: a start, a middle, a build up to a climax and an end. All participants are responsible for creating their own suspense. This means you must dose your information and create drama in such a way that you can have interesting gameplay for the entire event and not just the first hours.

However, do not feel responsible if you do not find gameplay. You can always come to the organisers if you need more input or want to discuss if an idea might work or not.

A hierarchical society

A character can only have a high status if other characters give them that status. Show respect to those with a higher status in the Empire than yourself. Make gameplay by recognising Roman leaders and giving them status.

Lust & Decadence

You will play in a decadent society. However, you can choose how you want to play love and sex, always in consultation and with the consent of the people involved.

The minimum metatechnique required for 'sexual' play is *Ars Amandi*. Dry humping is authorised and encouraged (always with the explicit verbal consent of the people involved), but is not at all compulsory. Actual sex is NOT permitted. Partial nudity will be present during the game. Total nudity is NOT permitted (unless there are thermal baths on site). No nudity is compulsory for participants.

Know your character

Each participant needs to be familiar with their character and the setting before the Larp starts. There is quite a lot of information, and you will miss out on parts of the Larp if you are not prepared.





Add plot yourself

We provide a short backstory as well as a personality and a Fatum and relationships for each character, but few details. We allow each participant to complete their character with related plots, memories, details, secondary relationships, and links to recent Roman history. These additions will enrich your event. Keep in mind, however, that you should not want to "overthrow" the Larp world at any cost: for example, do not add to your character that they are the empress's hidden son or daughter. Your additions will be reviewed and verified by us. Be also assured that these additions are not mandatory: your initial background is sufficient to get a complete game (with calibration on site).

Attending workshops

Attendance to pregame workshops is mandatory, participation is not.

Post-game debriefings attendance is not mandatory.

Do not be bored in a corner by yourself

Sometimes the Larp does not work out for you. This can have many reasons. The important thing is to do something about it during the event. Find an organiser to discuss what can be done, or even how your character can be changed so it is better suited to you or the Larp. Or use a technique like the 'Prayers to the heavens' to request aloud the type of play you're looking for.

Stay in character

Since we are striving for a full immersion Larp event, please refrain from out-of-character comments/conversation during the acts. Obviously, going off-game for calibration with another participant before a scene or for safety reasons is very much encouraged. An off-game area will be available during the entire game should you feel the need to take a break.

Physical freedom

For safety reasons, always make sure that participants can always remove themselves from a scene. Some examples:

- Leave physical space when cornering someone with a group, so that a person can leave if they feel uncomfortable off-game
- Always fake it when tying someone up
- Never lock a door

Language

Please speak English at all times. Even when you think you are amongst people with a shared mother tongue. Someone might try to eavesdrop on your conversation.

Most of the participants are not native speakers. Be kind when someone is searching for a word or accidentally mispronounces something.

People come First

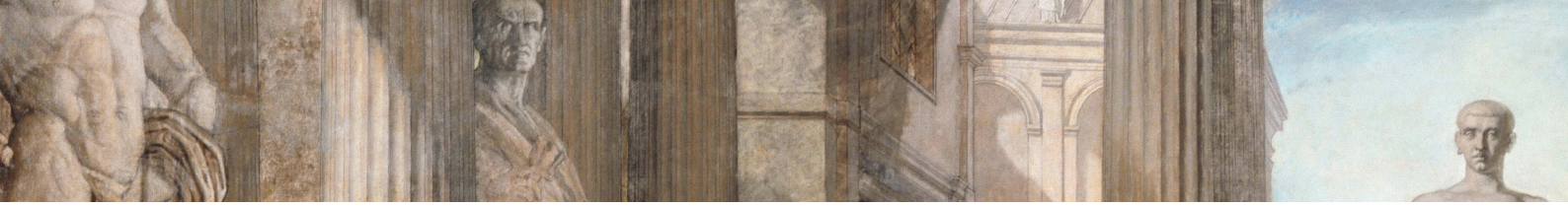
No matter how interesting the Larp is or can be, people always come first. Never be afraid to "ruin" a scene when expressing your off-game needs. In the end it is "just a game". Who cares about a scene when someone is hurting?

Accept everyone as they are

Any direct out-of-game criticism of other participants will not be tolerated. We expect everyone to be kind and welcoming towards each other out-of-character.

Do not judge, do not be elitist or exclude others. Our participants are not professional actors, they come to have fun. Please keep in mind that people have different standards, come from different Larp traditions and/or real-life backgrounds. Having certain talents or experiences does not make you a better person. Our goal is that everyone has a great time doing a hobby we all love.





Playing a rotten/evil character

If you are going to play a nasty character, take a minute to think about meeting other participants out-of-character, before the Larp starts. Naturally, everybody is expected to know the difference between roleplay and real-life. Nevertheless, it could not hurt for other participants to know that you are actually a nice person in real-life, before they endure your cruelty within the Empire.

Participant responsibility

Participants are responsible for their own safety and wellbeing in the game. Do you find yourself in (or witnessing) part of a scene that makes you feel uncomfortable? Walk out of the room, use a safe word/signal, or find an organiser to have a chat. Do not expect other participants to know what is going on in your head.

Participants that ignore consent rules or safe words/signals will be removed from the Larp.



The Art of
Momentography





VII. LARP VALUES

As the organisers of this Larp, our intention is not only to provide you with the best and most interesting experience possible, but also to promote certain values in our project.

Gender equality

Some fates will be presented as neutral (N), some will be gendered (M/F). This refers to the gender of the character they relate to. For neutral fates, players will be requested to pick an in-game gender. There is no requirement, even for gendered characters, that the player identifies with this particular gender, but participants will be expected to portray them with identifiable gender traits (i.e. mainly costume). "Female" roles are in no way inferior to "male" roles and are as far from biased stereotypes as possible. At first sight, the characters are strictly gendered, but the open-mindedness of a "Roman" setting allows for a very wide variety of interpretation and very little restrictions on the gender spectrum. All logistical arrangements will also be made to ensure a Larp environment that is as suitable for oestrogen-dominated bodies as for testosterone-dominated bodies.

Eco-responsibility

From a logistical point of view, we will strive to ensure the lowest possible ecological footprint for this Larp, whether through the priority purchase of reusable and/or recyclable materials, the minimal use of plastics, the limitation of waste generated, etc. All the food served in the Larp will be -within the limits of the possible and the diegetic framework of the Larp- made up of seasonal products from local production. Participants will also be provided with all possible information on the most environment-friendly means of transport and the most environment-friendly options from their home country to the Larp site (with an organiser dedicated to this task). A carpooling platform will be set up on the event's website, and free group

transport is provided by the organisation between the nearest train station and the event site.

Emotional and physical safety

We reserve the right to refuse the registration of any person who has a history of physical or emotional violence within the community. We will apply a zero-tolerance policy for any form of harassment or for any gender-based or racist behaviour. We will also apply a zero-tolerance policy for any non-compliance with the Larp safety rules.

Cultural inclusivity

We will apply a zero-tolerance policy to any form of racism or discrimination based on the participants' skin colour, body-type, origin, sexual, political or religious orientation. We reserve the right to apply national representation quotas when selecting participants. We refuse to accept any form of casting related to the physical appearance of the participants, and the assignment of roles will be strictly decoupled from it.

Social inclusivity and accessibility

We apply a social ticket policy, namely that it is open to any participant to pay a surplus on their ticket to allow the registration of participants with less financial means. No advantage or disadvantage will be granted to the participants depending on the price of their tickets, nor any priority in the casting or in the choice of the character.

We do our best to cater for any dietary requirement and we will strive to ensure maximum accessibility of the site for anyone with reduced mobility.



VIII. Safety & Consent

- People are more important than the larp. Safety is our priority. Respect all the Larp safety rules.
- Each person's body is their own. They alone may set their boundaries and say what makes them comfortable. Please be clear about establishing your limits, both physical and emotional. Do not be afraid to modify your limits if you feel like it during the game. Asking about someone's boundaries is expected, pushing them is not acceptable.
- Consent must be freely given, vocalised, and considered inviolable. Respect everybody's boundaries and do not tease, gossip about, ostracise or retaliate against someone who has set a consent boundary. In fact, we would like you to thank your fellow co-participants for setting boundaries, as practising active consent negotiations allows everyone to feel more comfortable.
- Off-game harassment, abuse, or assault of any participant or organiser— or using the alibi of character to harass, abuse, or assault a participant – is not tolerated. This includes any reference to the race, gender identity or presentation, sexuality, body size, conventional beauty, age, and experience.
- Each participant is responsible for their own actions; for reading, understanding, and abiding by these rules; and for the consequences of their actions to others.
- Everybody might harm another participant, whether intentionally or not, and must accept the responsibility of their own behaviour. If you are informed about this kind of situation you are expected to reflect this in your own behaviour and seek to change it. Do not deflect, blame, or become defensive if you are informed that you have harmed someone.
- No one should ostracise or retaliate against any member for setting a consent boundary or for making a report of harassment or abuse.
- If you witness someone behaving in a manner that is against these rules, we encourage you to ask them to stop. Please inform the Safety Team of the incident. You may report anonymously if you feel more comfortable doing so and we will respect your privacy.
- We will serve some alcohol at some moments in the game. We ask you to drink with moderation and reserve the right to ask any intoxicated participants to go cool off in an off-game room.





IX. PRACTICAL & SIGN-UP

When: From 20.09.2024 to 22.09.2024 included

Where: Villa Le Riesack, Route de Jaerthal, 67110 Niederbronn-les-Bains, FRANCE

Spots: 40 participants spots available.

Tickets:

- Regular Participant Ticket: € 280
- Solidarity Participant Ticket: € 320
- Reduced-Price Ticket: € 230

Included in the Ticket:

- A spot on the Larp
- A character and a Backstory
- Food & Drink
- Accommodation
- Costume elements & props (depending on the core group)

First Instalment (Spot confirmation):
€ 100, before **31.12.2023**

Second Instalment:
€ 100, before **31.03.2024**

Last instalment:
€ 80, before **30.06.2024**
€120 for Solidarity Tickets
€30 for Reduced-Price Tickets

The entire ticket can be paid in one go. If you encounter any difficulties in paying for your ticket, please do not hesitate to contact us at ave@siquafatasinant.eu.

SIGN-UP PROCESS:

Sign-up opening: 15.09.2023 at 8PM CET

Sign-up closing: 31.10.2023 at 8PM CET

The selection of participants will be done by 30.11.2023.

SELECTION OF PARTICIPANTS

This will NOT be a "First come, first served" registration, in order to give all interested parties the opportunity to complete a sign-up. All pre-registrations will be treated with the same fairness during the sign-up period.

In the event of pre-registrations exceeding the number of places available on the event, a selection will be made on the basis of the responses to the sign-up (including fate's choices, in order to be able to provide an experience as desired, at the expense of participation at any price) and moderated by certain criteria such as the diversity of Larp's experiences, the diversity of nationalities represented and accessibility for people requiring reduced-price tickets.

CASTING

The assignment of your character will be based on your answers to the sign-up form.

Once your character has been assigned, you will receive access to the Larp Discord server, where you will be able to chat with other participants and the organisers.

REFUNDS

A basic administration fee of €50 is non-refundable after the first instalment has expired.

In case of cancellation before 1st April 2024: refund of the rest of the amount.

In the event of cancellation between 1st April 2024 and 1st August 2024, only €100 will be refunded.

In case of cancellation after 1st August 2024, no refund can be made (except in cases of force majeure submitted to the organising team).