

Ein Liverollenspiel des Profil LRI

C'est la guerre 3



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Kerun 2019

„The lamps are going out all over Europe; we shall not see them lit again in our lifetime.“ - Edward Grey, British Foreign Secretary (1905-1916)

Hard Facts:

- *Fri. 04.10. - Sun. 06.10.2019*
- *Schloss Albrechtsberg an der Pielach (Pielachstrasse 8, 3382 Loosdorf, Austria)*
- *Cast game in historical setting, October 1918*
- *Language: Bilingual (German and English)*
- *Fully supplied*
- *Costs: 90 Euro*
- *40 players*
- *Accommodation: dormitory or camp beds*

What does this game include?

- Dense game atmosphere and serious game play
- Casted multi-layered characters
- Thematization of WWI & the last months of the K.u.k. Monarchy
- Character and emotional training with the help of larp & history

What does this game NOT include?

- Glorification of heroism and war romanticism
- Reenactment
- Slapstick

(OT)

C'est la Guerre 3 is a live role-playing game in the historical setting of the First World War. The actors enter the scene of an k.u.k. sanatorium in October 1918, where injured soldiers and officers were cared for by military doctors and nurses, far behind the frontlines, so that they could return to war as quickly as possible.

Our vision is to play a drama that does NOT grow linearly until it escalates to a climax, rather we want a desolate equilibrium in which the acting characters await their uncertain future. It's not a story of heroic deeds, intrigues or great politics, it is a story of bare survival, war without and within and the struggle for the last remnant of hope and humanity.

(IT)

Austria-Hungary, October 1918

War is raging all around the world. It is fought on the battlefields as well as in the minds of men.

What seemed hopeful in early summer has turned into hunger, misery and despair. The German Western Front has broken. Bulgaria has already signed an armistice with the Entente powers. In the East, peace with Ukraine has failed and Austria's occupying troops are tied up in the Russian steppe. In Italy, on the southern front, the bloody struggle continues, gains are measured in meters and bought at the cost of thousands of lives. The supply system has completely collapsed, only in rural areas can the population supply itself with the bare necessities. Basic things such as coal, clothes and soap are only available for horrendous prices through illicit trade.

In the shadow of the impending collapse, the future offers no reason for optimism. In spite of all this, the daily grind will continue in the Austro-Hungarian Empire. Life in Dorog sanitarium is continuing as usual. Military doctors give orders and provide the necessary discipline, while the nurses scurry between the hospital beds.

Patients await their recovery, some with joy, others with fears and doubts. Whether tied to a duty roster or a crutch, everyone here at Dorog is doomed to wait. Everyone follows strict procedures like a clockwork, all the wheels turn obediently and do what they are there for, but everyone looks spellbound at the hands. They all wait.

For the victory. for death. for an end.

Game concept

This game is a game with cast characters. That means the organisers (Orga) assigns the characters with corresponding parameterization. Of course, you can tell us your playing preferences and No Gos by using our registration form, but there is no possibility for participants to reserve themselves certain roles/belongings/religions or social classes, the Orga will do this at its discretion. Unfortunately, we cannot accept finished character concepts.

The gender of the character is freely selectable. In crossplay, the role should be visually supported if necessary.

English-speaking players have the opportunity to appear as Hungarians on this game. Hungarian is represented by English.

There will be a scripted end from Saturday to Sunday around 01:00.

The current game is a rerun of the game of the same name from the year 2018. Despite a broad satisfaction with the game results from 2018, the Orga will make large and small changes to the character design and game flow during the preparation phase. The results of the first run have motivated us a lot to adapt this story even further and more defined to our vision. So players from the first run would find themselves in a predominantly new story, with the same starting points. Even if some roles give the impression that they are old acquaintances, you shouldn't rely on them.

Just a flesh wound. . .

We're playing in a sanitarium. Most male roles will be patients and therefore wounded in some way. It is very important to us that these wounds, whether physical or mental, are well acted out and, above all, portrayed. In the registration form you can tell us exactly how far you want to play a wound. However, there will be no permanent "play obligation" with wounds or pain. Each patient is free to decide for himself about the condition of his role. We trust in your healthy mind.

Each affected patient is basically responsible for the presentation of his physical wound(s). A wound that has not yet healed must be presented with commercially available make-up and modelling agents. We do not expect SFX perfection, but a healthy examination of the respective personal possibilities of a good presentation and a stimulating game for the medical staff.

Rules of the game

- When you are interacted with , show some plausible reaction. Play anything, but play.
- When you interact with somebody, don't expect a particular reaction. Accept what your opponent makes of it.
- In order to communicate OT with other players in the game and check out their OT sensitivities, we use the [OK Check-In method](https://participationsafety.wordpress.com/2016/09/09/toolkit-the-ok-check-in/) (<https://participationsafety.wordpress.com/2016/09/09/toolkit-the-ok-check-in/>). For more complex problems, an OT room is provided on site where you can retreat for clarification or simply get some distance.
- The Safeword "Stop!" is the emergency brake. It ends the game abruptly and immediately. The game is resumed after a necessary agreement of the parties or removal of a real source of danger.
- On this game we call IT for a "nurse" in medical emergencies and OT for a "paramedic".

Board and lodging

Whether you sleep in a dormitory with a bed or on a camp bed you brought yourself depends on your role. In principle, nurses are accommodated in a dormitory with beds, patients sleep on camp beds in the hospital. The rest is divided according to need and space. However, we would like to ask you to bring camp beds with you as far as possible and possibly lend them out.

In the game, due to the war, there is a strong IT shortage, also in the catering. OT there is no shortage game. On Friday before Time In, there is an extensive dinner for everyone. There will be IT three meals on Saturday, which will of course reflect the shortages and the emergency situation. In the OT room, which can be used by you as a retreat and recovery room, there will be sufficient OT food after every IT meal. The kitchen is an OT area. Should the OT hunger become too big despite all this, please present yourself there.

Equipment

Uniforms and patient clothing up to the clothing size (L) are available and are partly provided. Nurses are asked to provide their own costumes. Details will follow at registration and in the preparation phase. Basically every player is obliged to take care of his costume himself as soon as possible, our costume fund is limited.

We do roleplaying and not reenactment. A historically correct equipment is welcome, but not a condition. It is quite clear to us that some of you will do your best to support your role but a good and enjoyable roleplaying game is the most important thing to us. If you have any questions, the Orga is at your disposal. IT valuables and larp weapons are to be checked in informally. We play exclusively (!) with toy firearms and blank cartridges. Play money will be provided on site.

Registration (Click here-> <https://goo.gl/forms/6RMLsvJiviRORZdM2>)

Interested in joining? Then fill out our registration form. We will then send you the payment details.

If you have any questions please contact us at: schoenwetter.lives@gmail.com

**The registration and the conditions of participation are unfortunately all in German. Please use a translation program (Google, DeepL ect.) If you need help or have questions, don't hesitate to contact us, we will be happy to help. Or course you can answer the questions in english.*

*If our games are actually visited more and more internationally, we will try to have everything in English in the future. **

Terms of deposit

The fee is to be paid within 14 days after receipt of the registration form. After expiration of this period without receipt of payment, the player's pre-registration will be cancelled.

The conditions of participation of the Profil Liverollenspielverein apply.

We are looking forward to seeing you!

Your Orga

External sources:

<https://participationsafety.wordpress.com/>ⁱ