

5 ŻYWIOLÓW PRESENTS A BOOT CAMP LARP SET IN WITCHER SCHOOL WORLD:

TEMERIA'S FINEST



5 ŻYWIOLÓW

ORIGINAL PROJECT



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*Wake the fuck up, soldier!
We have a kingdom to protect!*

1. Project Assumptions

1.1. Temeria's Finest – general overview

Temeria's Finest is a larp for adults set in a universe based on The Witcher book series by Andrzej Sapkowski, the games of that same titled by CD Projekt Red, as well as the Witcher School larp.

During the game you will play as a fresh recruit joining the elite Blue Stripes, a special forces unit answering only to the King of Temeria. You will undergo a challenging and arduous training styled on real boot camps. Set in a scenic Polish castle Grodziec, the game will let you immerse yourself in a realistic world and give you an opportunity to become a character created specially for you.

The training itself will be about discipline and fitness, but also about learning interesting (and real) skills like first aid, survival, archery and others. Within the three days we will make a true Temerian soldier out of you!

1.2. What is larp?

Larp (live action role-playing game) is a form of role-playing game where the participants physically act out their characters' actions. By improvising actual deeds and reactions of their characters they create their own stories and experience them together. Usually the participants use different costumes and props.

If you never encountered that form and still have some doubts, watch this [short movie](#) prepared by the Court of Moravia group from the Czech Republic. It should explain a lot.

However, while taking part in our event you do not need to concern yourself with costumes and props – they are the part of the game that the organizers provide. The same goes for scenography, based on the unique castle Grodziec and the area surrounding it.

1.3. Is this larp for me?

First of all, we want to make one thing clear: Temeria's Finest is not a larp for everyone. It is based on an original idea of a Boot Camp larp (more on that in 4.2. Boot Camp larp – description and rules), and as such presents a unique way of playing, one that can be something new for even seasoned larpers. As such, it introduces a few ideas that can be viewed as controversial.



In short, Temeria's Finest is for you if:

- ◆ You are an adult (the game takes place in Poland and the legal adult age here is 18 years old);
- ◆ You are at least moderately fit (or not afraid to have your fitness challenged);
- ◆ You want to undergo a military-like training with its every aspect (a rigorous discipline; a reward / punishment system; being physically and mentally exposed);
- ◆ You want to learn interesting skills taught by real experts in the field (policemen, soldiers, licensed instructors);
- ◆ You have no problem with playing on difficult themes inherent to the Witcher universe (racism, violence, social injustice)
- ◆ You are a fan of military / black-ops settings;
- ◆ You are a fan of the Witcher universe and want to take part in a plot set in it.

Before you make a decision about participating in Temeria's Finest, please make sure that the above list has no positions you would consider as 'absolutely not interested!' aspects of the game. For more information, please refer to the '4.3. Boot Camp larp – description and rules' section.

2. Game Theme

2.1. Story background

The game takes place around 200 years before the events of The Witcher video game (second half of 11th century). The Kingdom of Temeria is ravaged by a conflict that engulfed the whole North – an elven uprising led by Elirena. The Elder Folk is currently causing a lot of mayhem, killing humans and burning villages. Not used to elven guerrilla tactics, the Temerian soldiers are not able to quell the rebellion. In order to rectify that disastrous situation, King Geddes of Temeria decides to establish a special forces unit, trained specifically to fight the non-human insurgents. For the commander of that unit he appoints Hatzel, a long-time advisor to the Crown and a master spy. Thus the Blue Stripes are born.

However, this is just a beginning. After gathering a few dozens of recruits (many of them ex-convicts wanting to make amends for their past crimes) and transporting them to the long abandoned Lofen keep, Hatzel has to train his men and form them into an impressive force to be reckoned with. He knows that he has his work cut out for him.



2.2. Player roles

All participants will play fresh recruits who are to undergo a training to become a Blue Stripe. Each one of them will be given a unique background story which will help to flesh out a player's character. Some of them will be true Temerian patriots; others will be filled with lust for revenge on the elven rebels who killed their family; and some will be people who just narrowly escaped the warm embrace of gallows. All of them have one goal: survive the boot camp and become a real soldier.

Players will be divided into teams overseen by Corporals – seasoned military men whose task is to make sure that the Commander doesn't have to see a dirty uniform during the assemble or listen to someone backtalking. Remember, recruit: the corporal is not your guardian! His sole role is to make sure that you are worthy to become a Blue Stripe.

2.3. What is the game about?

Temeria's Finest is a game about facing a great challenge and overcoming it. Undergoing a harsh training, being exposed to mental and physical hardship, facing consequences for one's actions – all these factors are supposed to give players a unique, lasting experience.

Moreover, it is a larp about an adventure. Set in the amazing Witcher universe, it gives an opportunity to interact with creatures like dwarves, elves and magic-users. And who knows, maybe a witcher or two... It's an opportunity to leave our mundane world for a few days and become someone else.

Finally, it's a game about soldiers. About forging a band of brothers and sisters in the fire of demanding trials. About dilemmas posed by receiving a difficult order. About becoming the Temeria's finest... and sacrificing much on the way.

2.4. Frequently Asked Questions

This section will be developed in the future with our players' help. If you have any questions ask us via witcherschool@5zywiolow.com.

Do I have to play Witcher School first in order to take part in Temeria's Finest?

No. Although the events of the Temeria's finest may coincide with some aspects of the Witcher School storyline, one does not have to play the first game to enjoy the latter. Of course, there will be some easter eggs or recognisable elements for those participants who have already taken part in Witcher School (for example some NPC characters), but the game itself is a stand-alone title, to be enjoyed by everyone who finds the answers in the 'Is this larp for me?' section compelling.

How fit do I have to be to enjoy the game?

Moderately. You certainly have to be able to do at least a few push-ups or squats, as well as jog for a considerable amount of time. Of course, some physical aspects of the training can be acted out, but the whole game can be challenging for people who have a sedentary lifestyle (which doesn't necessarily have to be bad – the larp can be a motivational tool!).

Do I have to know the Witcher universe?

Not really. Reading the books or playing the games can help, but it is not necessary to enjoy the game. The game itself is not even about the witchers.

I played a Blue Stripe character on Witcher School. Can I play the same character on Temeria's Finest?

Yes, but you have to keep in mind that this game is set in a different, alternative universe than the one from your Witcher School storyline. It means, for example, that some events will be different. However, players who have already played a Blue Stripe on Witcher School can expect a bonus to their gameplay and character (for example, they will be allowed to carry their own weapons and they will receive additional background information in their character sheets).

3. What is the game's structure?

3.1. Timetables, drill and training

The whole game revolves around a strict timetable – after all, it's a military boot camp. In the beginning, all players will be divided into squads of about 10 people and assigned a Corporal (played by an NPC) whose task is to, among others, present the duties and responsibilities of a recruit in-game, as well as inform about the scheduled activities. A typical day of a recruit may look like this:

- 7 am – wake-up call; morning drill & assembly; allocation of responsibilities
- 8 am – breakfast
- 9 am – training (two separate classes)
- 1 pm – dinner; carrying out the orders from the morning; socializing with other recruits
- 4 pm – training (one class)
- 6 pm – supper
- 7 pm – evening assembly; evaluation; disciplinary action
- 7:30 pm – War Games
- 10 pm – free time
- 12 am – light out

3.2. Types of activities

The recruits' training is divided into six classes, all of them focused on a different skill that may prove useful for a Blue Stripe. All of them will be conducted by trained professionals (played by our NPCs) who will not only pass on the teachings in an interesting manner, but will also make sure that everyone takes out something useful out of their class. We don't want to spoil anything, but the activities included may be, amongst others: First Aid; Protecting a Target; Melee Combat etc.

3.3. NPCs and additional events

During the game the players will encounter a cast of colourful characters played by our actors. Most of those NPCs will play the roles of military instructors and drill sergeants, but the Lofen keep is a place that will surely be visited by other interesting personas who, for some reasons, have an interest to show up at the boot camp. All of them will interact with the players in various ways, all of them will have an encaptivating story to tell.

Moreover, we want to create an illusion of a living world. It means that we will not only populate the game site with NPCs, but will also introduce events that are not necessarily a part of the training. Some of them will add a flavour to your experience and will help you roleplay your character. Others will present them with tough choices... which always have their consequences. At any given moment there will be much more going on than one can see at the first glance!



4. Basic technical assumptions

4.1. Approach towards the game setting

Temeria's Finest is a simulation which tries to reflect faithfully the actual military training of the Blue Stripes, as well as its setting - the Witcher universe. We want to use the 360 degrees illusion system – which means that everything the players will be able to interact with will be an actual element of the game world, and the modern world elements that shouldn't exist in the fantasy world will be diminished to the absolute minimum.

To achieve that we will ask for the cooperation of all the participants. We will encourage the use of stylised language or dialects, and discourage references to modern world phenomena (such as technology). More on that will be discussed with the participants during workshops prior to the start of the game.

Obviously enough, the castle where the action will take place, functions normally as a 21st century building. It is equipped with elements that will stand out from the world depicted. We will try our best to hide their existence, but we know it is impossible to do that completely. In such cases, players will have to apply the so-called 'suspension of disbelief'.



In the ticket price, you will be provided with everything needed to function properly within the game world. Clothes, a place to sleep and food. Your personal belongings, that don't fit the fantasy world, will be locked out in your rooms. Thanks to that you will be able to experience the world in which there are no phone rings and nobody will check their social media (trying to hide it under an antique table). You will live your adventures without the feeling of faking it.

On the game area there will be some off-game areas – that is areas where the game becomes paused. Going inside those rooms you will for a moment (as long as you are inside them) cease to participate in the game. You can rest a moment, relax or make a phone call.

The off-game areas will always be properly labelled, and the info about their location will be revealed before the game. The private rooms of the players can gain an off game status, if the players themselves want so and put a specific sign on the door.

Moreover, we will provide you with a large resting area in which you will be able to get rest after arduous training, eat some high-energy snacks and drink necessary electrolytes. We will discuss it more in the further section of this document, but we want you to take your downtime seriously – it will prove crucial for you having fun!



4.2. Place and time of the game

The game will last for over 48 hours without any breaks. It will take place in castle Grodziec, as well as its surrounding forests. The whole area (apart from specifically marked locations) will become the game world and all characters met there will be part of that world. If the players spot any person or element which does not fit the game world, they are obliged to report it to the organizers who will take care of the situation as soon as possible.

The area will be divided into special locations – dining rooms, classrooms, bedrooms, instructors' rooms, etc. As recruits, players might be forbidden to go into specific locations (plot-wise), but nothing would physically stop them, if they truly wanted to get there... and are ready to receive punishment if caught.

4.3. Boot Camp larp – description and rules

Temeria's Finest is designed as a Boot Camp larp – a unique experience that aims at creating a faithful simulation of a real military training. We want our players to really challenge themselves, both physically and mentally; we want them to feel a sense of real achievement after the game is over. In order to do that we decided to introduce some rules and aspects that may seem controversial to some, but we believe them to be essential for the larp to fulfil its role.



Military Discipline – all the recruits are expected to listen to their superiors and any infringement may lead to a punishment. The penalty system is varied, and may entail everything from a simple ten push-ups, to some more elaborate disciplinary action (like, let's say, cleaning the stairs leading to the castle with an issued toothbrush). The players are expected to physically act-out the punishments, so one can't simply disappear in the off-game area and return after half an hour saying 'all done'. The discipline is a crucial part of the game and in order for it to work, all players must be willing to play on it.

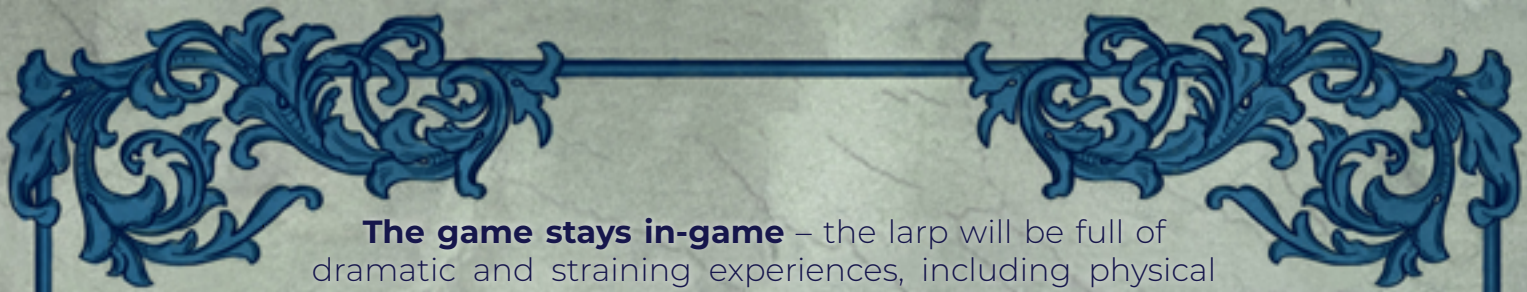
Opt-out with consequences – in most larps a participant has an option to opt-out from a scene. In general, it means that if you find some aspect of the game especially trying (or if you don't feel too well), you can use a specified signal to stop being a part of the scene. Everyone has to respect that and you don't have to explain your decision. In a Boot Camp larp one can use opt-out mechanics as well (which will be discussed at length during the workshops before the game); after all, the player's safety and comfort should be a priority. However, since our aim is to maintain a military simulation, we decided that using an opt-out signal (for whatever reason) will have consequences.

After doing so, a player must go to the organizers' room and inform them about the decision. They will then receive a special marker that will indicate in-game that a recruit received a medical exemption and is excused from all physical activities. In consequence, it means that a player cannot take part in any scheduled section of the training (lessons included) for at least an hour. They may decide to either come back to the game and act out an injury / any other reason for receiving the medical exemption, or spend that time in the off-game area.

Death – if a character does something that in the real world would lead to being court-martialled and executed (for example: beating-up a superior officer), they will receive a 'warning card'. It is a one and only way of telling someone: "Hey, your character should be aware of the consequences. Do it again and it's game-over". Second serious infraction means that a character will be executed and the player will have to stay in the off-game area for the remainder of the larp.

Of course, some of you may want to play a character like that and experience a rather gruesome (but spectacular!) end. If such is the case, please discuss it with the organizers. Also remember that in such case the character won't finish their training and you as a player won't receive commemoration tokens.

First priority: well-being – since a Boot Camp larp is very demanding, we want to stress here that we want all our participants to take good care of themselves, before and during the game. One should remember about hydration and proper eating. There will be a special rest zone provided for all participants, in which one can eat a high-energy snack or fill up on electrolytes. Use every opportunity to catch your breath. If you don't feel too well for any reason, don't hesitate to go to our Medic or Safety Person, who are trained to provide any required help.



The game stays in-game – the larp will be full of dramatic and straining experiences, including physical and mental exertion. The recruits will be treated harshly by their superiors, which may entail verbal abuse and a system of punishments (as described above). Most of those who have participated in larps before know that emotions caused by a game can run deep. That is why we want to pay special attention to dividing the real world emotions and feelings from those experienced during the larp. All animosities and negative emotions should be discarded when entering an off-game area or when the game ends.

4.4. Levels of contact between players

Temeria's Finest is a game for adults only. It assumes the possibility of intense physical and psychological contact between all the participants. The border of pain should never be overstepped. That is why all participants are obliged to restrain themselves from doing anything that could directly (or by accident) cause real physical or psychological pain in other players. Additional control mechanism (in form of the safety mechanics described in section 4.4.) is to be used by players themselves and everybody is required to respect it.

Physical contact between player characters will be mainly possible during controlled practice sessions or during tests. Of course, this does not exclude contact during free time (which obviously will be frowned upon by the officers). In such cases the rule of 'accepting defeat' should be applied, which assumes that the defeated person should admit their defeat (e.g. they should fall down unconscious after a feigned hit in the back of their heads, etc.). All such issues shall be presented and practised at workshops before the start of the game. Physical contact between the players and the NPCs is based on the same rules. They should be dynamic, but also safe. In-game fighting will entail the use of larp safe weapons – as new recruits, the players are not to bring in their own weapons. Instead, they will be provided with ones when the situation demands it (for example during one of the lessons).

4.5. Items ingame

The concept of personal property, inseparable to the current owner, does not exist in the game – everything can be stolen, broken or taken away, with the exception of special elements of costumes that the players have been allowed to bring into the game (such issues will be resolved individually and thoroughly discussed at workshops before the game). All personal belonging from „the real world” will be locked away safely in their rooms, and access to them will be very limited during the game.

Issues of permanent damage to expensive equipment owned by the organizers, castle decorations as well as other issues are regulated by official event regulations.

5. Mechanics and meta-techniques

5.1. You can do whatever you can show

One of the main assumption in terms of mechanics is that 'you can do whatever you can show', which means that only your true skills and their realistic presentation matter in-game. If you do not hit a target from a bow, it means you miss and nothing can change that.

Magic is another matter, though, which the Witcher world is full of. Backed by the usage of special effects, will be greatly limited but when it shows it's spectacularly real. You may encounter magic during some lessons and when used by some NPCs and only by them – your characters will not be able to use any kind of magical powers.

The organizers and game crew that stay in the area impersonate characters as well, and follow the same rules other players do. Situations where these rules do not apply are: being in the 'off-game' areas, and unexpected events, such as real accidents.

5.2. Safety words red – yellow – green

There is also one exception to the above. For the comfort of our players we have introduced safe words and gestures mechanics. First of all, during the play, each player can say (in English) one of these words and everyone who hears them should act accordingly:

◆ **Red – I don't want it, that's enough**

A scene during which a player uses this word is too intense or, for some reason, they do not want to take part in it any longer. The reason of using the word should be eliminated. Unlike the 'opt-out' gesture (in which case the player using it takes a step back from the scene but does not stop it), this safe word adheres to the whole scene which should be stopped immediately. It can also be used in case of a player perceiving (or experiencing) a real physical danger.

Example 1: During a fierce fight with Anna, John has called her a whore. Anna uses the word red. John cannot use any other offensive language of such sort during their argument.

Example 2: Kate grabs Paul's shoulder and starts shaking him strongly, causing him pain. John uses the word red. Kate has to let Paul go immediately and stop interacting with him on the physical level.

◆ **Yellow – let's keep this level**

A scene during which a player uses this word has reached the highest acceptable level of intensity for a given player, and should not become more intense. What it means in practice is that you should not delve deeper into the subject being discussed, or should not escalate the conflict any more.

Example 1: During a fierce fight with Anna, John has called her a whore. Anna uses the word yellow. John can still use similarly vulgar and offensive words during their argument. However, he should not use any stronger words.

Example 2: Kate grabs Paul's shoulder and starts shaking him strongly, causing him pain. Paul uses the word yellow. Kate can still shake him, but she should avoid doing more intense moves which could cause John further pain or interfere with his privacy.

◆ **Green – give me more**

Using this safety word a player signals that they are ready to escalate the scene's intensity further. It is more of a suggestion and has to be confirmed by all the parties taking part in the scene. It can also be ignored (by simply not giving a confirmation or using the word yellow).

Example 1: During a fierce fight with Anna, John has called her a whore. Anna uses the word green and Paul confirms it. It means that from now on John can use even more expletive phrases in that scene.

Example 2: Kate grabs Paul's shoulder and starts shaking him strongly, causing him pain. Paul uses the word green and Anna confirms it. It means that Anna can not only keep on shaking the other player, but can also, for example, toss him to the ground.

5.3. Safety gestures

Moreover, a participant (and an NPC) can also use gestures mechanics to indicate their well-being (or lack of thereof) and ask about the well-being of others. To ask such a question, we make an „ok?“ gesture (bring tips of your thumb and index finger together, into the shape of a circle).

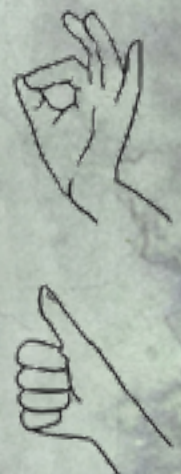
Example: We see that Marzena, hit by Jack with a latex sword, falls with a scream to the ground, grasping her face. Not knowing whether this is a great acting or a real injury, we ask with a gesture if everything is all right and wait for an answer.

Three answers are possible:

◆ **„I'm all right“ gesture – a thumb pulled up**

We continue the scene. This gesture can also be shown without asking, to let others know that we are only playing out our condition and no real harm is happening to us.

Example: Marzena, moaning and writhing on the ground, shows her thumb raised up - she's fine, it's just a great way to play out the injury.



◆ „hard to say” – we tilt our hand vigorously open with our fingers spread.

When asked, the person can't say if he/she feels good or bad. It is good to approach him/her and ask discreetly if we can help somehow.

Example: Marzena, moaning and writhing on the ground, shows a gesture „difficult to say”. Maybe she actually felt Jack's hit, but it wasn't strong enough for her to decide to stop the scene. We can, while remaining a character, approach Marzena on the ground and whisper to ask if everything is all right and if we should continue the play.



◆ „I'm not okay” – thumb pointed down

Stop the game immediately and take this person to a doctor or a person responsible for emotional safety. We also show this gesture without asking, to signal that we need help.

Example: Marzena, moaning and writhing on the ground, shows her thumb facing down. The blow was probably too strong or it hit the sensitive part of the body. We immediately stop the scene and help Marzena get to the doctor who will take care of her injury.



If we are sure that the person has noticed our gesture and still does not answer, we should also stop the game and take him/her to the person responsible for safety.

6. Applications, dates and other practicalities

6.1. Character creation

After buying a ticket to the event, all participants will receive an access to a special Player Form. In that form one will be able to provide both personal information needed for the event, as well as preferences regarding the character (her background, character traits, possible connections to other players). With that information, our professional writers will prepare an individual character sheet for every player.

6.2. Participation cost

The total cost of participation in the event is 490 EUR.

This does not cover transportation costs to castle Grodziec. The organizers will provide a coach from and to the Wrocław Airport (the nearest airport to Grodziec) for an additional fee. Additional information on transportation shall be made available at a later date and send out via email.

6.3. What do you get for the ticket

- ◆ a room shared with other participants (the number of people in a room vary) for three nights at the atmospheric castle Grodziec;
- ◆ full catering, consisting of breakfast, dinner and supper, as well as an assortment of snacks and beverages available outside of the regular meal times;
- ◆ basic Blue Stripe recruit costume (which you can either give back or buy for yourself after the game ends) that consists of trousers, a shirt, a gambeson and a Temerian tabard;
- ◆ a commemorative 'painting' (a professionally made portrait photo) from the graduation ceremony and a diploma stating that a participant has undergone the larp;
- ◆ carefully prepared classes conducted by real experts in given topic;
- ◆ a simulation of a boot camp training set in the fantasy Witcher universe;
- ◆ experienced cast of dozens of actors playing a variety of characters available at all times during the larp;
- ◆ complete exclusion from the outer world, and access to most of the places and surroundings of the castle;
- ◆ incredible adventure in the „Witcher's” setting which you will never forget!

6.4. What you can and should take with you

Each participant should not forget to take additional clothes with them, especially:

- ◆ shoes (completely and evenly black or brown, preferably leather);
- ◆ warm underwear for change;
- ◆ gloves (dark, even in colour, preferably leather).

You can take as well:

- ◆ additional costume elements or props/weapons, such as belts, pouches, medieval cutlery, etc. (they need to be written down in the application form and accepted by the organizers);
- ◆ elements of scenography to decorate the rooms (pelts, paintings, books and others – but they need to fit the setting and its atmosphere).

6.5. Application and event dates

The tickets will be sold from 6 pm on 8 April 2020 in [our online store](#).

The game will take place on September 2-5, 2021. Starting from 5 pm on the first day, participants will take part in workshops devoted to larp workshops. The proper game will start at 8 pm and will last for the next two days without any breaks in between, and it will end with a party for all the participants.

All players will depart from the castle on Sunday, September 5.