



After the end of the last War, the luminaries of the Three Kingdoms came to join the Officers Academy, where they could learn together and form the friendships that would prevent another War.

On the night of the first graduation, War will return.

Years later, at the height of the War, the same class shall meet again.



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Art by Laurie Innes





INFORMATION

No. of Players: 32.

Where: Borwick Hall near Lancaster, LA6 1JU.

Transport: A coach will be provided for players and crew from Manchester airport and Manchester Piccadilly railway station at an additional cost.

When: The game will run **1st - 4th August, 2024**, Thursday evening to Saturday night.

Tickets Prices: There will be three ticket price ranges offered:

- Sponsored: **£100** (~ €115)
- Standard: **£275** (~ €320)
- Supporter: **£350** (~ €410)

INCLUDED IN YOUR TICKET

- A fully playable game-space set in a 16th Century Manor House.
- A pre-written character, with plot hooks, relationships, and play tips.
- Full catering from Thursday evening to Sunday morning.
- Indoor accommodation, with showers and bedding, inside the Manor House.
- Two full days of drama, intrigue, and war with an amazing group of larpers.
- Workshops on getting to know your characters, co-players, and the world.

NOT INCLUDED

- Costumes or accoutrements.
- Travel to and from the venue, though a coach will be available at extra cost.
- Additional nights at the venue, though these will be available at extra cost.

Mechanics: No in-game mechanics; low mechanics for determining overall course of the plot; standard calibration & safety mechanics.

Casting: Character sheets will be visible to all players. You will be asked to fill out a form ranking your preference for characters, including characters you don't want to play.

Characters: Characters are pre-written with some pre-established relationships, but are written to allow players to make their own interpretation of their character.

Transparency: The game is fully transparent in design and characters. Character sheets, design documents, and plot developments are visible to everyone.

Costume: The setting is faux-medieval: any costume that is not too modern will work.





GAME STYLE

Three Kingdoms is a game about the relationships within the students of a military academy before, during, and after a major war. While the story features grand battles and sweeping military strategy, the game's focus is on the relationships, conversations and interactions between the characters, and the conflicted loyalties and dramatic betrayals that happen when they are forced into war.

You might fight duels of honour or in brutal muddy brawls; spy on your friends to feed information to your true masters; engage in politics in order to secure a peaceful future or the victory of your preferred Kingdom; or damn all higher ideologies and support your friends through the war, no matter what consequences may come.

The aim of the game is to drive dramatic, interpersonal conflict and resolution. The focus is not on battles but on friends and family being turned against one another by duty to their nation, or by betraying it for another cause. The mechanics of the game should facilitate this interpersonal style of play.

THE PLAYSTYLE INCLUDES

- Open secrets - all character sheets are visible to everybody.
- Play to lift - make everybody else look good and they will return the favour.
- Three Act Structure - the ability to play your character over eight years of in game time.
- The ability to influence the progress of the war through your allegiance and actions.
- Off-game calibration mechanics and communication.
- NPCs to carry out the player characters orders and provide guidance.

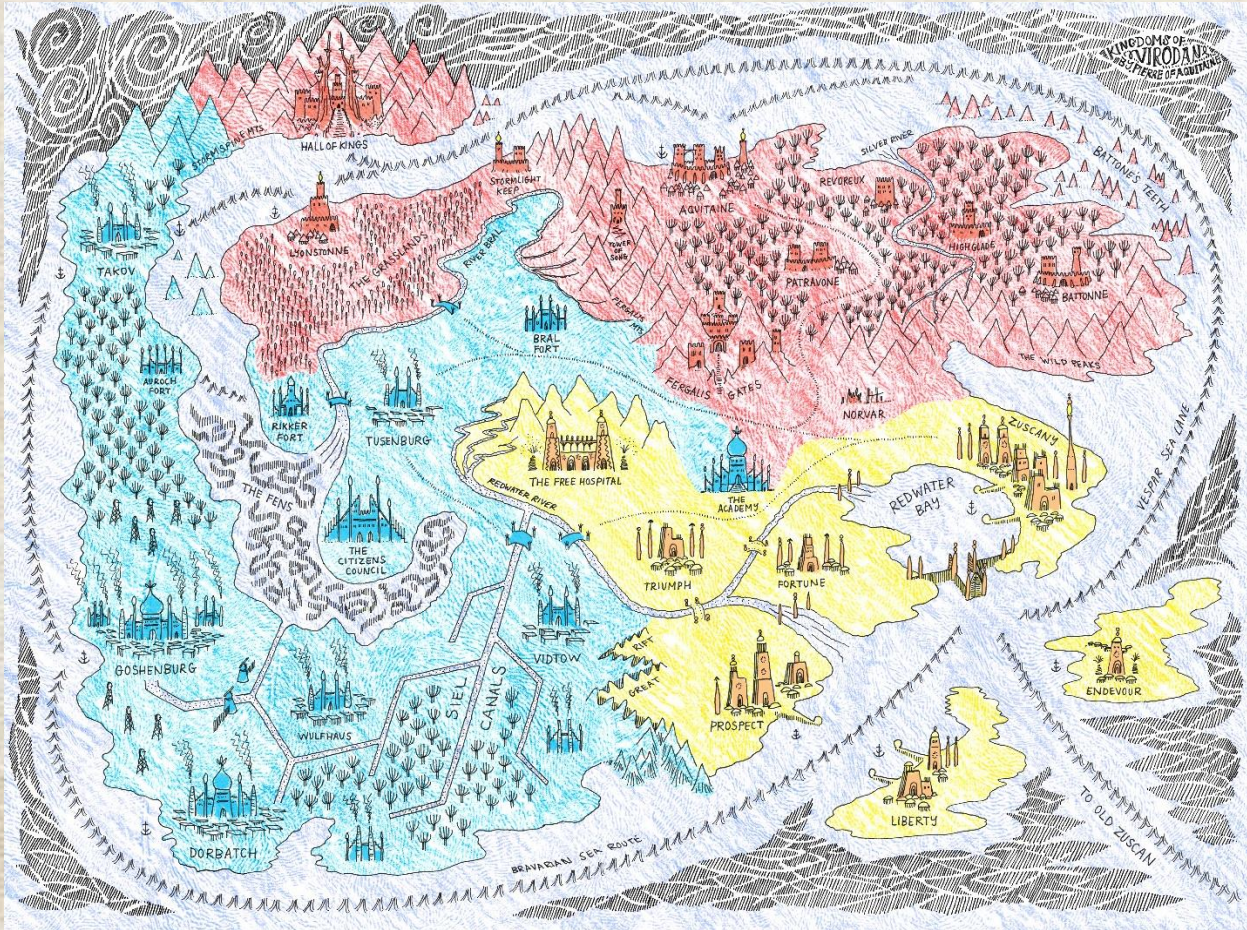
WHAT THE GAME WILL NOT INCLUDE

- Strategic rules for war between the kingdoms - this is significantly abstracted.
- Rules for fighting and combat - duels and fights are here to provide fuel for character interactions.
- Real life skills - you are as skilled at combat, strategy, or politics as your character is.
- 360 degree immersion - the scale of the game is too wide to depict everything in character!
- Complete narrative freedom - war will start, no matter what.
- Pre-scripted outcomes - the finale of the game is player-driven.





SETTING



A map of the continent of Virodan, as drawn by the Kingdom of Vespar

Three generations ago, a vicious war broke out between the Three Kingdoms. Age-old arguments between Bravaria and Vespar erupted into battle while the Zusan Empire used the chaos to send forces that set up a colony on the continent. The war ended one generation later, with Vespar as Bravaria's vassal and the Zusan Expedition here to stay, though disputes over where the borders lay remain fractious to this day.

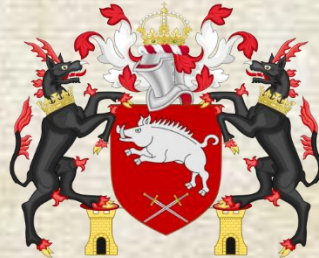
Open warfare has been absent since then, but the reality includes too many tensions, border skirmishes and banditry between the Three Kingdoms to be a true peace. The Officer's Academy has taken in people from all levels of society across the continent in the hope that putting the Kingdoms together will lead to lasting harmony when it is their turn to lead.

Tonight, delegates from all Kingdoms are heading to the Academy to host talks with each other in front of the Academy's first graduating class. As long as they arrive safely, it is possible that peace may one day reign across the borders...





The Kingdom of Vespar



Honour the Crown

The foremost chivalric tradition in the continent is the knighthood of Vespar: every leader from the highest royal to the most minor aristocrat are expected to serve and call up a fighting force from their lands when the warhorn sounds out. Vespar wins wars with ferocious fighters and glorious battles: their mounted charge is rightly feared everywhere.

Vespar views itself as honourable, noble and brave, though its detractors would call it backwards, hierarchical and stubborn. They have long rankled at the imposition that being a vassal state of Bravaria places on them, and about the assassinations, tricks and assorted deceptions the Zuscan Expeditionary Force has inflicted on them.



Internal Vespar politics currently deals with rising tensions between the commoners and the gentry about the reforms Bravaria force on Vespar, which are resisted by the aristocracy but are gaining acceptance among their people. Several aristocrats have been executed by Bravaria for resisting these changes.





THE BRAVARIAN CONFEDERATION



Til All Are One

The People's Militia of Bravaria is where many of its civilians choose to undergo their mandated service to the state. An army with a professional core supplemented by volunteers - and, in times of emergency, enlisted conscripts - the militia is the largest force operating on the continent. Bravaria wins its wars through size, logistics and grand strategy: its generals study supply trains as much as battlefield tactics.

The Confederation views itself as promoting equality, progress, and unity, though its detractors would call it controlling, ruthless and soulless. It is infuriated at how its vassal state Vespar resists the reforms that would better the lives of its people, and at how Zuscan will raid, spy and steal across borders in the name of more than money.

Bravaria is accused of being reform-obsessed and constantly changing in the name of progress. The rash of political arguments occurring within its borders does little to stop this narrative. The other kingdoms look on to see who will lead Bravara into the future...





The Zuscan Expedition



Pax Zuscana

The Zuscan Expeditionary Force uses the latest technology and tactics from their homeland - the Central Zuscan Empire that sits across the Deep Sea - to protect their holdings here. Having arrived a mere three generations back, they supplement their forces with the knowledge of scouts recruited from local minorities to help defend their investments here. Zuscan wins wars with surgical strikes and brief bursts of overwhelming power: their army is all cutting edge.

Zuscan views itself as open-minded, curious, a melting pot for all sorts of people. Its detractors describe it as a foreign and mercenary invasion. It has often clashed with Bravaria over how its financial regulations impede their operations, and views Vespar as violent, paranoid troublemakers and brutes obsessed with outdated notions of honor.



Money is always important within Zuscan, especially among those of the native forces who feel their opportunities are limited and those within the Expeditionary Force who believe the Central Zuscan Empire doesn't care to support the costly ventures of someplace this far away.





THE FREELANCERS



In Adversity, Opportunity

The Three Kingdoms were not the only forces present at the war. Many mercenaries, bandits, pirates, and opportunists followed the carnage around, making what living they could in a time where fighting in the war was less risky than being at its mercy.

No war is complete without civilians. The armies were followed by a baggage train of traders, spouses and scavengers. They emptied food stores and left refugees wherever they went. Many settled on the disputed borders where the Kingdoms still disagree on who owns the territory, and these places remain at risk from bandits and border raids.

The conflict left many marks on the land and its people, and peace only left the Kingdoms with many armed soldiers who knew nothing but how to fight owned nothing but weapons. The problem of bandits was inevitable, and is a problem that the Academy hopes that its officers will be able to solve. Despite all their high ideals, the Kingdoms must look after their citizens - the war showed just how costly the loss of their people could be, and the continent has only just recovered from the damage.





THREE-ACT STRUCTURE



Three Kingdoms operates on a three-act structure, with timeskips in between acts. The first act takes place on the graduation of the officer's academy just before war breaks out, the second act will play out the war, and the third act takes place when the Kingdoms meet on neutral grounds after years of fighting. During the timeskips, your characters can change. You may realize your character's view on warfare has completely reversed, or decide with another player that old friends have become bitter enemies.

Act 1 features the new generation of the Kingdom's officers at the graduation of the officer's academy, and will end not long after the announcement that war has broken out between their countries. The war is unavoidable, and at this point none of the characters are powerful enough to prevent it.

Act 2 plays out scenes from the ensuing war, where players can change their allegiance to other Kingdoms. You can betray your friends or fight beside them to the bitter end, and pursue your enemies across the battlefields or get swayed into joining their righteous cause. Everything you do here will decide how the final act goes.

Act 3 begins when the characters meet again on neutral grounds after several years of war. They will be in high-ranking positions with the power to decide what happens next, and will be facing enemies they have been fighting for the past few years - some who were once their friends.

What shall happen next is up to you...









SAFETY & WELFARE



Three Kingdoms is not a game about playing on themes of sexism or queerphobia: none of the Kingdoms participate in any discrimination of people on the basis of gender or sexual identity. Marriages between all genders are accepted, with adoption or other alternatives being pursued if a marriage has a duty to continue the family line.

The LARP will feature an amount of xenophobia and distrust between the three countries, and there will often be a lot of classism within the kingdoms, but at no point should a player feel forced to play themes or characters they feel uncomfortable with.

Any participant who feels unsafe is not having fun and is encouraged to bring up any issues up with their fellow players or the LARP team, and an emotional support crew member will be present at the game. Respect and communicate with your fellow players, and inform the organizers if you have any problems.





COSTUME GUIDE

Three Kingdoms takes place in a world where the fashion is broadly medieval, but where the styles of the three nations varies enough that any mediaeval and fantasy costume will work. However, each kingdom has its particular aesthetic. People who are not officially part of a kingdom can follow local fashions or mix and match their own.

The Kingdom of Vespar follows a traditional and feudal style, with furs and leathers alongside knightly outfits and courtly fashions.

The Bravarian Confederation favours military jackets and smart uniforms, but cannot resist the desire to break the mould and push the boundary with novel fashions.

The Zuscan Expedition prefers the lavish costumes and sweeping fabrics of their cosmopolitan and mercantile empire, though some of the native guides prefer plainer fashions from their homelands.



These are not hard and fast rules: there is enough trade, interaction and raiding between the Kingdoms that fashions cross the borders at least as regularly as the people do. While wearing red as a Zuscan or yellow as a Bravarian is a *brave* choice, the world is full of people who are willing to make a risky political and fashion statement!





PRACTICALITIES

TRAVEL

Borwick Hall is located in Carnforth, Lancashire, LA6 1JU, UK. The website can be found at the following link: (www.lancashire.gov.uk/outdooreducation/our-centres/borwick-hall)

The nearest airport is Manchester Airport, which is a 1.25 hour drive from the venue.

The nearest major train station is Lancaster, which is a 15-minute drive from the venue. Taxis should be available from the station. A coach will be provided for players and crew from Manchester airport and Manchester Piccadilly railway station at additional cost.

ACCESSIBILITY

The location has an expansive interior with a wide number of public rooms and spaces and several adjoining garden spaces.

Due to the age of the hall, all access is via stairs, with stairs leading to all areas across its four stories. More information can be found on Lancashire County Council's Website for the Hall, linked on the first page.

Indoor accommodation with provided bedding is included as standard, along with catering for all dietary requirements. Details of accessibility needs will be gathered from players after sign-up.

CONTACT

Any enquiries can be directed to the Production Company at:

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