



May 2014

Over the course of the past year, we as the Western Seal have been given credit for being the most internationally orientated group on the biggest LARP event in the world, and the Orga team of the West would like to thank you for that.

To further support our non German speaking players, we'll organize a number of things to help you stay updated and keep involved.

Two Worlds

Half a year ago, at the beginning of November 2013 to be precise, the Western Seal hosted the first episode of an event called "Two Worlds".

Besides the fact that we now have 2 worlds within Mythodea, namely, the original one, and the newly opened Mirror World, the events name also resembles the fact that the "Two Worlds" appeals to both the real world with an out of character meeting on the first evening, as well as the game world with an in character meeting on the following day. That's three worlds actually... but alright.

Especially the out of character one is meant as a time and place where criticism and possible solutions to the problems that produce criticism can be given, and plans on how to proceed can be forged, That doesn't mean these things can't be communicated outside of this specific meeting however. Such a meeting where a lot of people meet face to face is just the best and most personal way of doing it.

Events

In the spring of 2012 the West launched it's own event called "Stille Wasser / Still Waters" with the first episode named "Schwur des Westens / Oath of the West".

It was a relatively small and cozy event where a lot happened. Archon and Nyame went nuts again, settlers followed them through the woods for days until a village full of dead people was found, apparently raided by the same savages the settlers would fight during their stay at that village. Although this event was planned to be an annually recurring one, it was scrapped for 2013 simply because it's planning would have been too close to the Mythodea convention "Jenseits der Siegel / Beyond the Seals". Seal organizers can only plan their own events until a certain amount of time before a large Live-Adventure event if they actually want any plot to happen, simply because the Live-Adventure plot team might need time to insert the Seal internal plot outcome into the meta-plot if required. Because of the positive feedback regarding the first "Still Waters" event, because we love to have more events for the West, and because most of us like a good excuse to drink some mead together. Our plan was to host another Still-Waters event in the spring of 2014 as well, although time consuming "real life" and the already busy Western Calender saw that plan postponed to the spring of 2015.

Something we started with last year, and will expand on over the course of next year is that we'll be offering our players a lot, if not all of the information needed to attend these events, like the registration process, terms and conditions and FAQ's in English.

The Website

The biggest portion of the communication within the Western Seal outside of the events is done on our website. This is where news is shared and events are advertised first. This is also the easiest way to contact members of the organization, as well as other players.

Yet if you as a non German speaking member of this group go there, you'll probably run into a wall of incoherent words that might make sense in another language, yet make you sound like a choking squirrel when trying to pronounce them. Realizing that this might be a bit of a bummer for people looking to get in touch with their LARP community, or simply wanting some more information, we are working on an English version

of our website. Where right now there is only one thread in English, and you'll need to delve into some of the incoherent looking topics to find other info written in both German and English, we're striving to translate the front-page news-feed, as well as the listed subtopics of game world information, and are working on expanding the forum experience for our English speaking members.

Forum activity

There are two main types of forum activity. There is your standard out of character forum stuff like introducing yourself, advertising your groups events, discussing and planning for ConQuest and smalltalk. Then there is In Character forum activity.

This is called Forenspiel / Forum-play, where you post on the forums as your character and in specific In Character threads. Things like sending letters or describing your characters daily life, a visit to a friend, or something you consider important info about your character or the gaming world to be made public in character outside of the actual events. This is partially made possible by the fact that the Mythodea time-line is a continuous one that runs parallel to our real life time more or less, with exception of the time people will need to respond to what's going on in these

“in character topics”. For example, a 5 minute in character conversation between two characters could take several days, if not weeks to unfold depending on the participants forum activity.

At the two worlds out of character discussion the matter of forum-play and even actual plot in the forum was raised. There are people that would've liked to see more forum role-play, and if possible, even be offered plot there in a pen&paper / dungeon-master style. Besides the rules on forum-play, creating plot for on the forums is a very unrewarding job in comparison to creating plot used on an actual event. Months of preparation and writing being usurped by only a handful of active forum users in perhaps a week, maybe two, and no pictures to show for it afterwards.

Despite all of the above, a “test run” game mastered story was hosted in the English section of the forum a while ago, hosted and game-mastered by esteemed members of the Western Seal Team, Olav and David. The fact that the events were game mastered, offered it a much wider scope of possibilities. Yet as described above, the activity delay of it being a forum thread shows some of the problems forum role play comes with. Perhaps your character could be the star of the show in a next Game-Mastered story.

You can take a look at Westliches-Siegel.de » [The English Section](#) » [Within the Game - and in English](#) » [Game-Mastered Story: Tales of the Road](#) for the idea.

ConQuest 2014

With the conclusion of a chapter that lasted for 10 years, a new one presents itself, and with that a lot of things on ConQuest will change.

The first and most significant change from a logistical perspective is that of the terrain layout and camp buildup. Unlike ConQuest up until 2013, where a variety of elemental or political orientated camps were scattered throughout the terrain, 2014 will see all those camps combined into one LARP mega-city, divided by a network of roads.

The various Banners do not only represent their inhabitants IC political or religious preference, it also represents the OC style preference. Where for example the Banner of Unity has a high focus on Plot, the Adamant Banner has an even higher focus on combat, and since the West likes to kick some ass, it has acquired a place in the Adamant Banner.

“So, we're the Adamant Camp now?”

No! The West will remain the West. And as such, we'll host our own Quarter within the Banner of the Adamant. A Banner is not the same as an elemental camp was. Various Seals, former Elemental combinations, or any politically orientated group over 100 people will be given the possibility of hosting a quarter of their own. It will be much like the Western Camp in 2013, where we'll just be situated between other hard core fighting groups. In other words... right where we belong, closest to where the fighting will be. Don't count on having to miss out on any plot in favor of combat though. With the addition of both the Tivar Khar'Assil and the Edalphi to this Banner, and the current planning of creating a centralized information processing point with the combined Seals, there will be plenty to go around.

For more info on the new ConQuest setup in English, go to http://www.live-adventure.de/ConQuest_english/start.php