

Jenseit der Siegels

FACTS

LIVE
ADVENTURE

Hello...

... and welcome to the "Jenseits der Siegel", Beyond the Seals.

And once again we meet in the idyllic Holzbrück to prepare for the summer campaign and to exchange ideas with each other!

We want to reflect here and enjoy the peace and festivities once more before the summer storm breaks over us all!

1. Arrive in flocks. And don't forget your gold! With the elements, don't forget the gold!

2. Enjoy our attractions: Stands and guilds, taverns and tubs!

3. Fight in the arena! No one should truly call himself a man who has not even fought in the notorious Ravenschrey ... or Fono? Arena!

4. Womenfolk are welcome to do that too. Also versus men. Every blood is of the same red!

5. Visit the Convent of the Elements - this year together in the name of all kingdoms and cities!

6. Stop by the beverage bar and share a chat with the honourable elemental Tribes of Mitraspera!

7. Keep your fingers where they belong - and that is not in the display of the traders, no matter what the voices whisper to you!

9. Visit the camps of the Seals, of the Märkischer Bund and the Seal Free camps and cities - admire the cultural peculiarities from all four directions and be amazed at what Mythodea has to offer!

Yours Antonio

Corona Rules:

There are **no access restrictions** (3G,2G,2G+) for the "Scout Centre" and JdS.

Nevertheless, we recommend that you take an official test or a self-test before arriving!

Masks (OP mask or FFP2) are compulsory in the sanitary area, in large closed rooms, where staff of the site are present or when people are clustered in rooms.

Therefore, each participant must carry a mask with him/her... just in case.

Otherwise, we ask you to bring your own non-breakable drinking vessels if possible and not to share drinking vessels with others.

Washing and disinfecting your hands frequently is normal anyway.

The Setting

The settlers of Mitraspera, as well as the undead, have suffered heavy losses from the cataclysm of the World Forge. Now that much is lost, the fate of Creation hangs in the balance.

Cerenna's travelling camp of Harrowmoore at the Gallows Forest has been destroyed!

Her dark ritual, which Barnabas hid within the walls of Terra Ankor, has been finally interrupted! Now we have the calm before the storm.

Here in beautiful Holzbrück.

A place to plan the summer campaign against the undead capital.

A place to gather and make plans, to reflect and get feds out of the way, maybe just for the time being!

Look at the many stalls, the many offers... And Pompfball is finally back!

And a small theatre now stands in Holzbrück... the theatre of light and shadow.

It's a time for enjoyment and reflection - a time to gather strength and take a deep breath before the storm breaks over us all again!

Supportive play

We want you to play together and have fun together.

This can work if you carry the game as well as the roles of the other participants, especially with the NPCs, and play up.

Make sure you always have the following principles in mind:

When you are played, please show a reaction.

When you play someone, do not expect a specific reaction.

If your IT play is unsuccessful, you can continue with the 'failure'.

Always assume that your opponent is a nice player and wants to have a great game with you!

And what about telling and points?

There are players who play with telling and scoring. Everyone is allowed to play as he or she likes, but should not be upset if a teammate does not respond to the offer to play.

Try to carry the setting: give the Undead a first strike and wrest the secrets from their land to prevent a winter war!

And give yourself the chance to deliberately put your foot in your IT's mouth in the OT. This way you give others the stage to play the hero. Losing on purpose is much nicer than losing unwillingly and unintentionally.

Yellow bags and how about GameMasters now?

Here we would like to briefly introduce you to the ever-evolving SL system, which we will be using again at the JdS.

SLs, as well as some playmakers, wear a big yellow bag + yellow sash across their chest, instead of a white t-shirt. You will be able to recognise them well. Such a person is always approachable for you in matters OT as well as IT. If a yellow bag cannot help you, he/she will refer you to another yellow bag or the Crow Mastery.

What is the Crow Mastery?

Good question! The closest thing is to compare it with a meadow HQ, only it is also IT. On the JdS you'll find one in the pack! In the evenings you will also find someone there in case of an emergency.

Questions can be asked here, actions can be announced or simply IT letters can be delivered. Sometimes IT messages arrive here for you, so it's worth sending a messenger there from time to time.

What kind of game management can I expect? Of course, it's hard to say, because it depends on the situation and the respective SL.

But basically you can say that not every SL is always briefed for all plots and areas, but often only for a certain area. Otherwise, our yellow bags are at your disposal to help you find a solution in the game. But the 110% solution or the "meaning of life", well you probably won't be able to find that out. A bit like in real life. Follow the breadcrumb trail, make up your mind about the world and have heated discussions with each other (some call it a scholarly game).

Which solution will be the right one will become clearer with every con. If you want to make a magic ritual big and relevant to the story, register it with the Crow's Nest and with a bit of luck your ritual will work. If it fails, have a plan ready for how you will create exciting play around the failure!

In addition, there can be many different solutions to plots, i.e. the plot should be able to respond to the vast majority of the players' suggestions, be it aqua, terra or something else entirely. A game is a game.

The important thing is that everyone should be allowed to participate and have fun together!

Game offers by players for players

Enjoy the many colourful and lovingly created game offerings from the numerous player groups and campaign game parties!

This year's JdS, let me tell you, is full of great action!

You certainly won't be able to take it all in, there's simply too much for that... but keep your eyes peeled!

And dare to do something at the JdS that might not suit your character or your game!

Experience and enjoy the JdS to the fullest, you heroes of the Chronicle!

You have earned it!

The Theatre of Light and Shadow

The Theatre of Light and Shadow is celebrating its debut in Holzbrück!
At this year's Beyond the Seals you have the opportunity to act out a small IT theatre interlude (max. 20min) and thus take part in the theatre plot.

The themes of light and shadow are to be depicted here.
Whether humour or drama, you decide what you feel like doing and what you want to perform!
Exact dates are still to be agreed and announced.

Of course, there is also a plot hidden here. And whether this plot is really just theatre or perhaps something else... that is to be experienced!

We look forward to seeing many brave actors perform!

Organizational matters

Accommodation, food and firewood

Accommodation is in our own tents. We calculate with 15m² storage area per person, please remember this during your planning.

The Con is a self-catering con.

Tuesday, Wednesday, Thursday, Friday and Saturday from 8:30 a.m. you can buy fresh boehmel (rolls, rolls, cribs, Weggla, etc.) directly at the tavern, as long as stocks last.

The price is 70 cents per boehmel.

We have enough firewood on site, which we sell via the tavern for 25,00€ per tub. Fire may be lit in designated fireplaces or in self brought fire bowls (at least 15 cm above the ground!), at a sufficient distance from the forest or bushes.

Taverns - Kiosk

There will be a bottle bar for you at the JdS.

Some rumour that this place is called Ki'osk, but who knows...?

Among other things, bottled alcoholic beverages will be available at this place:

Beer, shandy and various types of mead!

Of course, there will also be cola, spezi, lemonade, apple spritzer and water!

At this place you can also pick up buns and wood to order!

And what else there is to discover in that mystical place... that's for you to find out on the spot!

There is even a delivery by handcart to your camps every afternoon around 5 pm! Pre-ordering may also take place at this source of liquid happiness, i.e. the Ki'osk. UNTIL WHEN? HOW TO REORDER??

Come visit us and discover the secrets of Ki'osk!

Sanitary

We have erected a permanent building with toilets and showers and additionally two shower containers and a toilet container.

We will also set up mobile toilets in the more distant campsites.

You can wash dishes in the sinks near the sanitary building (please do not wash in the normal sinks or showers!).

Dogs

All dogs must be registered for the "Beyond the Seals". For this purpose we have set up a dog ticket in the ticket shop. This ticket costs 10,00 €. The dog must be checked in with the e-ticket at check-in.

On the "Beyond the Seals" there is absolute muzzle and linen duty! In case of non-compliance, the dog owner can be expelled from the event with the dog.

Check-In

The Orga - Check-In will take place on Wednesday from 10:00 o'clock directly at the entrance to the area. Please have your e-ticket ready at the entrance so that the check-in can take place quickly and smoothly.

IMPORTANT: To speed up the check-in and check-out process, print a sign with the name of your camp on Din A4.

Place this clearly visible in the windshield.

So our team members can already see which camp you have to go to and can brief you accordingly.

Pay at the entrance

If you want to come spontaneously to the "Beyond the Seals 2022" without registering, you are welcome to do so. We still have plenty of room.

The ticket at the entrance is 170,00 €.

early arrival

Early arrival is possible from Monday, 06.06.2022, 16:00 - 21:00.

You can buy early arrival tickets in advance:

<https://skald.com/> -> Beyond the Seals

-> Beyond the Seals 2022 - Early Arrival Fee

The early arrival ticket costs 18,00 € in advance.

Early Arrival Ticket Junior: 9,00 €

The Early Arrival Ticket is required for all ticket categories.

On site the early arrival ticket costs 20,00 € (Junior: 10,00 €), registration is not required.

Parking

Outside the grounds there are designated parking areas where you can leave your cars during the event. There are no parking fees and you can of course pick up your car at any time to go shopping.

The use of the designated parking areas is at your own risk. The organizer assumes no liability. The parking areas are not monitored. The parking areas are located directly on the edge of a water conservation area. We therefore urge you to check your vehicles for any leaking liquids.

Check-Out

In order to pick up your car from the parking lot, your campsite must be clean and tidy and all your luggage must be ready packed in the unloading area. Then you can pick up a stamp from an SL on the back of your hand so that you can drive your car to the area.

A large waste container is available near the sanitary area for waste disposal. Please remember to bring your own garbage bags.

Timetable

Arrival / Start of the game

Early arrival / Check-In Monday 16:00 - 21:00

Arrival / Check-In Tuesday 10:00 - 19:00

Reduced check-in at HQ from time-in onwards.

**Attention: Time-In speech Tuesday approx. 19:30
Then direct time-in!**

However, it is also possible to start a fluent time-in at Tuesday 5:00 p.m. in the camps.

Reduced check-in: 30 minutes before the start of the SL speech, vehicles may only be loaded and unloaded at the HQ. Check-in takes place at the HQ.

Departure / End of the game

Check-Out Sunday at 9:30

Don't forget: At checkout, there are:

The USB photo stick

(16 GB filled with approx. 1,5 GB photos) 10,00 €

photo - download code 5,00 €

Emergency number

You can reach us at the following numbers:

0176 - 24739434	- Tobias
0151 - 46330404	- Julian
0175 - 7597462	- Lester
0151 - 16506314	- Ruth

Arrival/Location

BdP-Bundeszentrum Immenhausen
Kesselhaken 23
34376 Immenhausen

Taverns and tubs:

- **Bad Norderby:**
Tub and tavern
- **Tavernen - Ki'osk:**
Sale of drinks, firewood, buns and possibly snacks.

Drinks:

Drinks 0,5 l:

Maisel Aktien Zwickl, Maisel Aktien Landbier, Mönchshof Natur-Radler.

Coca Cola, Spezi, lemonade yellow and white, apple spritzer and mineral water

Mead (normal, fir, Scottish Blood, cherry mix, chestnut, Steppenreiter)

Hypocras (spiced wine)

Breakfast (from 8:30 am, while stocks last)

coffee	1,50 €
Brömmeln (buns)	0,50 €

Please bring your own baskets / bags for the brömmeln and your own mugs / cups for the coffee. We want to avoid unnecessary waste and therefore do without bags or coffee cups.

Other culinary delicacie

- Braeterey
- Kartoffelhaus
- Metwabe
- Süßkraemerey

Traders at the fair

- Atrimo – Gewänder mit Charakter
- Atelier Joyabella
- Land & Flair
- Töpferei Ton Feuer Sterne
- Goldschmiede Mc Lien
- Larperlei
- Maria´s Kramladen
- McOnis Handelskontor
- Pfeilbauwerkstatt