

WHAT IS LARP?



Live Action Role Play, usually abbreviated as LARP, is an extension of the more common table top roleplaying game. LARP is quite different from table top gaming and is best described as improvisational theater—a play where you are an actor who creates the script of the story by taking actions and making presentations. Because of its theatrical nature, LARP is more accessible to a much larger audience than many role-playing games. Players need to know far less about the rules and mechanics of the game though they must be more willing to become an actor and present the embodiment of the character they are trying to portray.

Our most successful actors are those that can present intimidation, fear, or pleasure simply with their tone of voice or facial expression. It is a stimulating challenge for every level of player, with little to no preparatory experience required. The most embellished characters, however, do require a fuller understanding of the backdrop of White Wolf's World of Darkness. Reading related material helps all participants flesh out their characters, making them more than a simple description but a full multidimensional figure existing in this culture. The details of these fictional societies and atmosphere can be gained from the White Wolf source books (sold at most comic, gaming, and hobby stores).

BENEFITS

Once you become a member of the Camarilla, you can enjoy the following benefits:

- Participation in the largest world-wide Live Action roleplaying game.
- Invitations to Special Events Worldwide.
- Access to 'In Character' and 'Out of Character' functions within the Fan Club.
- Members Only product discounts.
- Special release information and highlights before the general public is aware.
- Access to the Members Only sections of the Fan Club Web Site.

CONTACT INFORMATION

The Camarilla supports a number of chapters across the globe. To get in touch with the chapter nearest you, email Camarilla@white-wolf.com, or contact the member below:

Name: _____
Position: _____
Telephone: _____
E-mail: _____

<http://camarilla.white-wolf.com>

White Wolf's Official Fan Club



PREPARE FOR THE FINAL NIGHTS

THE MASQUERADE HAS BEGUN

<http://camarilla.white-wolf.com>

WHAT IS THE CAMARILLA?

The Camarilla is an international organization focusing on Live Action Role Play (LARP) as well as literary, charity, and social activities. Recognized as White Wolf's official fan club, the Camarilla is internationally known for its continuous LARP event that spans several thousand members, with members across the globe. But the club is much more than just this single event - we are committed to member involvement and expanding member creativity and talents. Many groups host activities to improve member roleplay, storytelling, acting, writing, leadership skills and more.

HISTORY OF THE CAMARILLA

The Camarilla began early in the 1990's as an independent troupe game in the Seattle, Washington area. Over the following years, it grew, and became affiliated with other troupe games around the country as a way of maintaining the same characters & story when visiting other games. Pretty soon, it became such a large cooperative effort that it became recognized nationally and had garnered the support of White Wolf Studios directly. Since its humble origins, the Camarilla has grown to several thousand members around the world, and has come to include more than mere gaming. In 2002, White Wolf Studios formally began administering the club, and has continued to expand their support of the club and its members.

CHARITY WORK

The Camarilla and its members also support a wide range of community and humanitarian efforts such as Habitat for Humanity, wildlife shelters, and the American Red Cross. We also encourage our members to pursue efforts in their local community on a regular basis. The club isn't only about having fun and exploring our imaginations, but also exploring and improving the world around us.

INTERNATIONAL CONTACTS

The Camarilla is active in a number of countries around the world, allowing our actors the opportunity to travel overseas with the same persona, and interact on a regular basis with people of similar interests around the globe. While each affiliated country is independently managed, they remain devoted to promoting interaction and community amongst all our members. Many countries will even accept and encourage participation with actors from other areas. If you plan to travel abroad or would like more information on a specific country, feel free to email: ClubDirector@white-wolf.com.

WEB PRESENCE

For more information on the club, its members, and activities, go to:

<http://camarilla.white-wolf.com>

Special Thanks to:
S. Ellis Templar (US-2002-02-1244) and SpiderTeo (US-2002-02-1898)

VENUES

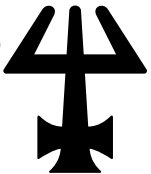
The Camarilla supports a variety of games based around White Wolf's World of Darkness.

Vampire - Stalk the night as one of the predatory clans, preying on man, even as you hide from mankind, and others of your own kind, or play the great Jyhad - if you dare.



Werewolf - Walk as one of the proud remnants of the tribes of Gaia, sworn to protect and serve the land - or fall in battle against her many enemies. Be careful not to anger the spirits!

Mage - The Enlightened see a world no mortal man can. The only limit to your abilities is your imagination. So why are there so few Mages in modern nights?



Wraith - Death is not always the end of all things - the Shadowlands are a crumbling testament to the living, and what came before. Great secrets and mysteries are housed here, but there are fates worse than death as well.



Changeling - Your world is the fairy tales of men, your fare their dreams and imagination. Yet the beauty and grace of the Courts are fading... can you hold out against the darkness and waning of man's dreams?



Mortals - Not all is as it seems, but you have taken it upon yourself to protect your fellow man from the darkness that stalks them, and uncover its secrets. The odds are stacked against you, but you find yourself asking "Do I feel lucky today?"

