

LOST  IDEAS



★FALLEN – CORE RULEBOOK★

VERSION 2.1

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FALLEN - Bad Land
Rulebook 2022
Version 2.1

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This set of rules is to be considered as a living work that will constantly evolve. Every motivated reader may participate in this development. Please send us your concept ideas via fallen-gameteam@lost-ideas.com so that we can take them into account for further development.

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Legal information around this version of the rulebook:

The translation of the FALLEN Core Rulebook into English has informational purpose only. Legally binding and validating is only the version in German.

INTRODUCTION

Welcome to the Fallen - Bad Lands Rulebook.

The rulebook contains, as the name suggests, rules. These are either absolutely mandatory or serve as a guide to help you shape the post-apocalyptic world around you and enrich the setting.

We have divided the rulebook into the following parts:

1. The basic rulebook (absolutely obligatory!)
2. The module -guides and guidelines (partly obligatory)
3. The style guide - tips and tricks (not obligatory) (this one follows at some time in 2023)

THE BASIC RULEBOOK

The basic rulebook is the foundation of the whole game. Here you will find safety instructions, background information, guidelines for certain situations and everything you need to know in order to participate to Fallen. It's a fundamental game guide. You need to know this information -OT as well as IT, no matter which character you want to play.

THE MODULES

Extended backgrounds, specific knowledge, etc. are explained in detail. For example, a person who doesn't want to bring a vehicle into the game doesn't have to know what safety and visual requirements we have for vehicles. The modules can be found separately from the basic rulebook as individual files for downloading on our website.

THE STYLE GUIDE

The style guide is intended to support you in meeting challenges such as optical modding, clothing and equipment production, large-scale tinkering and concrete style requirements. Especially for first-time players and newcomers, the style guide is an orientation aid. In addition, special characteristics, special weapons, behaviour or unusual but worth knowing peculiarities are also explained. You can will find the style guide separately from the basic rulebook as an individual file for download on our website in the future.

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SAFETY

Safety first! In this extremely important safety module you will find all the Do's and Don'ts of our events. Read them carefully and take them to heart. In case of non-compliance we will have to draw harsh consequences.

The following is prohibited at all times while on the site:

Non-observance and alterations of markings, specifically:

- Entering areas or buildings marked in red and/or as off-game, as well as going over or through "warning tape" barriers
- The modification or manipulation and/or removal of terrain or building markings or markings (signs, "warning tape", barriers, etc.) as well as objects or equipment marked with "X" or "OT". In addition, the use or handling of the last mentioned OT installations and OT equipment
- The use of green light sources (torches, snap light sticks, etc.) or the wearing of white/black/blue and pink safety vests

Use of pyrotechnics and fire without permission, specifically:

- The use of pyrotechnic objects and open fire and/or open light without prior agreement and permission from the orga
- The ignition of open fires outside the designated fireplace

Inappropriate larp weapons and use of violence, specifically:

- The use of inappropriate (shooting, throwing, hitting) larp weapons or real weapons or dangerous tools
- Brutality and inappropriate use of force against other participants in fights

Inappropriate use of the site and buildings, in particular:

- Climbing on trees, buildings or parts of buildings, roofs and other building structures (barricades, obstacles, etc.), as well as climbing through windows and walking in conduit passages or pipe shafts
- Structural alterations to buildings and structural elements and the removal of parts of buildings (doors, boarding, pipes, etc.)
- Excavations in the ground, clearing and/or felling of vegetation
- Littering of the site or buildings
- Taking or damaging of objects on the site and/or in buildings
- The use of permanent paints (spray cans, marker pens, etc.) on the site and in buildings.

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GM MARKING

You can recognise the Lost Ideas team and supporters as follows:

- OT game masters and orga - white signal vest & green signal light
- Press - blue signal vest & green signal light
- Support - white signal vest & green signal light
- Technics - pink signal vest & green signal light

It's forbidden for participants to use green snap lights or illuminants, as well as white, red, pink and blue signal vest at our events.
Green lights can be completely ignored IT.

DANGERS /EVENT SITE

It's important to be aware of the hazards of the site and e.g. look where you are stepping/falling over, as well as not shaking/pulling/pushing on every fence/wire etc. as these may tear easily and then pose a real hazard. If you notice any hazards on site that are neither secured nor marked, go to the nearest GM or orga person and inform them about the possible source of danger.

Due to the size and condition of the site, the danger spots are constantly changing, which is why we rely on your watchful eyes, ears and help to avoid injuries as early as possible. Should an OT injury occur nevertheless, call out loudly "STOP" and then, in an emergency, for a "Sanitäter" (which is the German OT word for „paramedic“). Each SL and orga person is with radio equipped and coordinates the further course of the situation.

FIRST RESPONDERS

At the event we have a team of first aiders on site for you. If you need first aid, get in touch. As in normal everyday life, our first-aiders also do not give out any medication (not even a headache pill). Not even in the context of an emergency situation – only the emergency doctor is allowed to do that. For medical needs within the event site, please try to go to the designated first-aid area before calling a radio alarm in the field.

Please do not forget to:

Never call for a „Sani“ oder „Sanitäter“ in case of an intimate injury! Call for a "Medic" or "Doc".

Only in the case of an OT injury is it appropriate to call for a „Sani“ or „Sanitäter“ after loudly and clearly calling out the "stop" command to halt play. The instructions of the medical staff, as well as the organizers or SL must be followed in any case. Our first aiders are there to save your life in emergency situations. The treatment of scratches and abrasions, advice on hay fever allergies,

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nausea or hangover symptoms is a courtesy and not an obligation. Please make sure yourself that you have enough disinfectants, plasters, headache tablets, allergy medicine, tissues etc. with you.

WIND TURBINES

Staying within a radius of 10m around the wind turbine is prohibited. The access route to the door must always be free. Of course, as is the case on the entire site, the towers must not be soiled, climbed, damaged, smeared or littered. A maintenance car can be seen here and there, please ignore it in game and let it pass.

ELECTRICITY

There is no free electricity. We source electricity from aggregates. For this reason, we recommend bringing a surge protector with you for sensitive devices. Necessary electrical devices can only be connected after prior consultation with the responsible electricity team! Registration goes via: strom@lost-ideas.com.

We also need to regulate power distribution even more:

- Electricity is exclusively for ambient lighting and agreed devices & purposes
- No devices may be plugged into a socket, [that is not coordinated with the Orga.!](#)
- All sockets are OT
- All lighting must be equipped with LED bulbs

Failure to do so will result in immediate exclusion from the event.

THE "STOP" COMMAND

If a dangerous situation arises during the event, which can result in human injury or significant property damage or has unfortunately already occurred there is a "stop" command to immediately interrupt the game situation locally.

The game is immediately interrupted and can only be "continued" again by the person or a game master who is present. The game interruption is used to reduce the dangerous situation, avert further damage, initiate emergency measures and may not be used for playful advantages. Each person has the right to interrupt the game at any time should a situation arise that appears to them to be OT-dangerous. Just as everyone has to respect these personal limits, we would like to expressly ask you not to abuse the "stop" command and apply it in an inflationary way.

"Classic" situations where it is appropriate to call a stop are the fire bowl that has fallen over in combat, a torture depiction that is too immersive, or a twisted ankle in combat.

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GENERAL GAME INFORMATION

Here, you will find general information that is important for the event.

On the day of arrival, the city residents and the Bad Land (event area outside the city) start at around 4:00 p.m. with a smooth transition to IT.

The trek for all new players and those interested starts after the SL speech at around 8:00 p.m. We will announce the exact times in our checklist, which will be sent out approx. 14 days before the event.

END OF EVENT

The last day of the event is the day of departure. When the sun rises, the game ends and the dismantling begins. Only from this point in time is it possible to drive onto the site for loading. There is no check out! You simply take all game utensils and other IT items home with you after the event and bring them back to the next FALLEN - of course this does NOT apply to found items that belong to other participants.

If you want to make your gaming experience harder next time, give half of your IT medication and your IT money to the orga - that pleases our shortage system and fuels a good end-time game.

If you are no longer able to come to FALLEN, we kindly ask you to send your medication and toys back to us. Simply register at: fallen-gameteam@lost-ideas.com

END OF IT ACTIONS, NIGHT GAME, SLEEP, OT

FALLEN is designed as a 24/7 intime larp. Therefore, from the beginning of the event to the end of the event, it is played through in full. Actions with IT consequences are no longer possible after midnight on the last game day. This also includes taking medication or making bank and postal transfers. Of course, the character and ambience game continue. From this point on, the game is NOT OT and should by no means simply be stopped.

Participants who want to go OT from this point on, please use the OT cloth and behave cautiously. The last evening is NOT an OT party! Please respect the game and refrain from bawling OT bubbles, animal costumes and OT clothes and obvious dismantling until dawn on the day of departure.

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SLEEP, REST AND OT

Tents and sleeping areas in the game area are not OT zones. These areas are used in the same way as all the others. The toilets and showers alone are OT, but NOT the way there and back!

Anyone who is physically or mentally overloaded and can no longer cope with an individual or the overall situation has the opportunity to relax in our OT area and/or get a little sleep.

There is also an OT campsite outside the game zone for people who are unable to sleep IT for health or other reasons. The OT campsite is also only for sleeping and not for camping. If you want to sleep at the OT campsite, you must first register at info@lost-ideas.com.

FALLEN is a 24/7 intime larp, no one is required to consider any rest periods/retreat points in the game.

SEXUAL ACTIONS IN LARP

We have a clear basic consensus on how to deal with sexual actions in larp and also a clear maxim for dealing with people who violate other people's boundaries.

We want all participants to feel free to play openly and without fear. To avoid mixing the IT and OT levels, we declare EVERY sexual act beyond kissing as OT (which means, that nothing can be done against a person's will!). This means that anyone who becomes more intimate in any way is automatically OT. THIS IS A RULE and it is not subject to your personal feelings. This is intended to prevent later ambiguities about the consent of all parties involved. Anyone who gets close, becomes intimate, always acts OT, as a person and participant but never as a character. An "ignorance" about possible wishes, limits or statements cannot be argued afterwards with "I thought that was IT".

Playing off rape is therefore absolutely taboo. Of course we don't forbid you "the most beautiful thing in the world", but do this consciously, responsibly, with mutual consent and always OT.

By the way: "I was drunk" is always a very bad excuse. If you are drunk and not under control, that will not stop us from expelling you from the premises.

The same rules apply to dancing and erotic performances. Look - don't touch. No matter how "logical" this action would be for your character - it is TABOO. Dancers and performers of erotic acts "don't want it that way", they are self-determined people who show their bodies to look at and not to touch.

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DEPICTION OF TORTURE IN LARP

Difficult! - In a post-apocalyptic setting, this oppressive situation is certainly "logical" and can certainly have its appeal. In order to rule out situations that affect individuals psychologically, these scenes have to be scripted and discussed in detail. In addition, of course, each person always has the right to interrupt such a situation with a "STOP" command. Feel free to add an SL who will look after this situation with you and objectively. Elements of sexual torture are absolutely FORBIDDEN.

OT POCKET

All participants are required to carry a small bag with them. It must be clearly marked as OT and, for your own safety, should contain an identity card/passport + health insurance card (e.g. for emergencies). Furthermore, the OT cloth and everything you need to visualize wounds.

In addition to the "small" OT bag, you can bring along essential OT items such as medicines or electronics, a correspondingly large OT bag/box should be used. This has no IT relevance and is therefore not allowed to contain relevant items (i.e. alcohol, merchandise, ammunition, IT drugs etc.).

OT CLOTH

All participants need an OT cloth or OT t-shirt to signal physical absence in the game without interrupting the game of the other participants. Of course, this must also be of an appropriate size. It's best to use a white t-shirt (slitting the sides if necessary) and put a big black "X" on the front and back. Alternatively, in situations such as a search or combat situation, both arms may be visibly crossed in front of the chest to make it clear that a short OT statement must be made (e.g. that you do not want to be touched, etc.).

FURNISHINGS/FURNITURE

All furnishings, building materials, barricades and furniture that are brought along must be provided with your group name/real name (edding or spray paint) and taken back after the event. They CANNOT be disposed of in the existing garbage containers!

STORAGE

If you want to store furniture and furnishings as a group, please contact us: fallen-gameteam@lost-ideas.com. There are regulations for storage, i.e. we do not store everything and only after prior notification.

Spontaneous "we can't get that in the car anymore" items must be disposed of at a cost.

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IT AND OT RADIO

CB (Civil Broadcast) and PMR (Personal Mobile Radio) radio may be used in the game. The following OT regulations for these channels must be adhered to throughout the event. Whether CB or PMR radio the Channels are available for free IT use, they may be used for sending and receiving. For the IT presentation, please think of radio backpacks for portable radios.

The use of LPD (Low Power Device) on the premises is prohibited!

| channel | Nutzung |
|----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| channel 1 to 6 PMR | Free to use for IT radio. |
| channel 7 PMR | Alternate Channel OT Paramedic (Sanitäter) |
| channel 8 PMR | OT emergency channel Do not listen in, only use in absolute OT emergencies! Channel 8 is only for the OT medical service call, so it may only be used in real emergencies. The call for help via channel 8 must be confirmed by the OT paramedics! ALWAYS send one person to the OT paramedics to help them coordinate! |
| From channel 9 PMR | Orga radio – do not listen!. |
| channel 1-3 CB (FM) | Just listen, don't send. These channels are for IT- civil and government broadcasters. |
| channel 4-24 CB (FM) | Free to use for IT radio. |

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CONTACT OVERVIEW

In general, you can always contact us via **info@lost-ideas.com**. From there, we will forward your request to the right contact person if necessary.

For the registration of electricity, electrical devices and questions about the power supply, please contact: **strom@lost-ideas.com**

For all questions regarding vehicles please contact: **kfz@lost-ideas.com**

You can easily register your vehicle using a form on our website:

<https://www.fallen-larp.de/kfz-anmeldung>.

You can find more information about end-time vehicles in the "Rule Set Module IV - Vehicles"

Questions about FALLEN directly or anything regarding the TC Inkrasso can be sent to **fallen-gameteam@lost-ideas.com**.

For everything to do with plots, jigsaws and groups and their support, please contact: **plot@lost-ideas.com**.

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BACKGROUND AND GAME MECHANICS

FALLEN is based on the sandbox principle. It is a post-apocalyptic city, everyday, crisis, economic, and survival simulation. Our focus lays on hard survival, trading and social play. The background describes a frame of the world in which you introduce your character. We want to give you a feeling for the current situation in the world, including the threat scenario, the environmental (influences) and "political" tensions.

"...The world has ended. Countries, borders, nations and states are just as non-existent as the memory of them. Only eternal smoking holes, huge ruins and burning landscapes that have not calmed down for years are still reminders of the great war. It took a long time for life to crawl to the surface again. At some point, food and water also became scarced in the bunkers. No one liked what was found above, and much less what had formed over time in the bubbling poisonous pools of the world.

But life had to go on - for whatever reason. Provincial power blocs, armies, associations of madmen, converts, man-eating lunatics and the pious were formed from the ashes, who sometimes seem even crazier than their misanthropic neighbors in such a world. Completely contradictory and controversial, they now populate the rotten face of this planet and fight over the last belongings that time has left for them.

The atmosphere, the environmental toxins and the great war have turned the world into a hostile and yet varied hell. You have to constantly take medication to avoid being killed or mutated. Decontamination is the order of the day.

Some areas are strictly ruled by occupying powers, some cities and enclaves are thriving and producing amazing things, but in between.... in between are the Bad Lands. Here only the "Trading Company" rules, the last power vacuum which inevitably has to be accepted by everyone... and the greed for water, petrol, food, liquor and medicine..."

In the world of FALLEN there are various institutions that are well known and/or notorious. First and foremost, of course, the best known: The "Trading Company", also just called TC everywhere, which established a recognized and universally accepted currency in the world - the "Bullet".

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THE AMBIENCE

The world is shaped above all by its stark contrasts. On the one hand, the dusty and rusty look of clothing, vehicles, etc. On the other hand, there are the neon-colored, brightly colored posts and cities.

TECHNOLOGY

The level of technology in the world of FALLEN is not nearly as advanced as in our world. It can be assumed that the war broke out in an era very similar to our world in the 1950s and 1960s. That's why all designs of clothing, food, medicine and everyday objects, some of them vehicles and weapons, are visually very similar to that time, but are now worn out, worn out and old. They constantly remind us of the outbreak of war and the beginning of the end.

Of course, the world has moved on and resourceful minds have put together new things from the ashes and ruins. The flair of this time is mixed with hard, purposeful weapons, clever inventions and a martial-looking exterior. It is important to ensure that your own equipment, clothing and technology meets these requirements and fits into the world "unobtrusively".

MUSIC

Your music should also correspond to the 50s and 60s. Please make sure that no music is played that does not fit the setting. Of course, it may be that modern music is also suitable for the apocalypse, but the selection of music should have a classic, tasteful flair from the past. In any case, we do not tolerate any right-wing rock or nationalistic, patriotic and other politically questionable music – throughout your stay with us.

COMMUNITY EXPERIENCE

Larp is a community hobby and should be treated as such at all times. Larping means pursuing this hobby together, being able to experience and present a story together. It's not about winning, it's about providing the best possible portrayal of your part of this story.

Character death and PVP - "Put yourself in the position of your character and then decide about life and death." Think carefully about whether it is necessary or sensible to kill another character and what consequences that can have in the game. Whether OT it is a plot NPC or a player, each character is equally embedded in this world and has a right to exist.

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GAME GOAL

S-U-R-V-I-V-E!

Unlike the classic PC game, FALLEN does not end. The campaign is designed to be ongoing and your character's ultimate goal is to survive, get hold of food, clothing, medicine, ammunition and weapons, or join a faction in order to be able to continue to exist in this harsh world. Life in the tough, dirty city and the surrounding Bad Lands should be simulated and filled with life as realistically as possible.

DKWDDK GAMEPLAY

We play according to the well-known DKWDDK (You can do what you can express) principle. That means it can only be played out what is really there or has been presented so well that it CAN be recorded. You design your character according to this principle. We have extended this principle for a few general game mechanics.

Example: Your character is a watchmaker by trade. For this you need the appropriate precision engineering tool as equipment and should have at least rudimentary knowledge.

The whole thing can be presented well, e.g. by having a few defective watches with you that you "tinker" with, blueprints and an assortment of spare parts. So this may not count as your OT specialty, but you can present it convincingly to your fellow players and be allusable to it.

IT TIME

FALLEN is set in time: current year + 224 years. There is always a period of 1 year between events. This time calculation is based on the fact that in 224 years there is ALWAYS the same weekday cycle as in present time and you can also use the corresponding weekdays in the game.

CHARACTER CREATION

When creating characters, there are almost no limits to the background. Your character story and talents should be consistent with each other and your OT skills (see DKWDDK gameplay). Of course, portraying a "bungler" or "liar" can also have its appeal, but you should be aware of what that can mean in the game. Even if LARP thrives on your individuality and creativity, it can be helpful, especially as a new LARPer, to work with stereotypes (regardless of whether it's workwear or a group).

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As a rule of thumb: Really broken things can only work again in the game if they have been repaired OT - and this of course requires appropriate OT skills.

There are three ways to start the game:

1. Alone
2. As part of a closed group
3. As part of an open group

You can find more details on this in the section "Characters, Groups and Factions". A second character concept, at least as a basic concept, is required in any case, because characters can die quickly under certain circumstances.

CLOTHING AND EQUIPMENT

A few words about our visual "quality standards": YES, we have some. Because the cinematic backdrop of FALLEN is largely generated by the look of your equipment and clothing. It promotes strong immersion, a "tangible" world, immersion in the setting, the situation and your role. And THAT is very important to us. The "end-time clothes", as they like to be called, do not have to go through an "optical TÜV", but do demand attention and should not ultimately consist of tattered sneakers, torn jeans and a dirty t-shirt.

The clothing in the world of FALLEN can have enormously different influences from numerous post-apocalyptic templates. Important principles here are:

- ✦ Used, worn, broken, repaired, patched
- ✦ Recognisability, what you want your character to represent in this world
- ✦ Any group membership
- ✦ Details, accessories, harmonious little things and pieces of equipment contribute enormously to a good concept
- ✦ Some coherence in terms of your concept and realism (of course I can easily carry a dart blaster assault rifle around my waist, but does that make sense given what such an item could actually weigh? Does it even fit my wandering hillbilly? Does it fit double-bladed ax even into this world?)
- ✦ No new, freshly bought items, no camouflage clothing/real modern or historical uniforms, no 1:1 reproduction of templates from films, series, PC games ("Cosplay")

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You can quickly find ideas and help for your concept online via event photos, discussions in online forums, Facebook groups (e.g. our official group: <https://www.facebook.com/groups/FALLEN.Larp/>), tutorial videos, etc. As a beginner, however, you should not be put off by the quality requirements. A good first set of clothes can be coherent and impressive, and can be accomplished with a little work without spending a lot of money on old clothes, some flea market shopping, and a rough idea of what you want. And even the best clothes have “grown” over the years.

SAFETY OF EQUIPMENT AND CLOTHING

Please pay attention to the safety of your clothing and equipment: sharp edges, on which you can injure yourself and/or other people should be avoided, as well as pointed wire ends and real cutting edges, rusty knives, real barbed wire, non-rounded metal edges, etc.

Think carefully about your finished clothes: Can I hurt myself on them? Can others hurt themselves? Can I push my way through a crowd like this or play melee combat without hurting others?

When equipping, pay particular attention to real carving and working knives! These must always be additionally secured so that they are not confused with larp weapons in the game.

An extra sheath, a safety device or a special closure are indispensable here. If you carry your knife on your belt or directly on your body, you should use a folding knife.

Standing blades have no place in hand-to-hand combat.

More information about foam weapons and dart blasters in the section;
“Weapon, Combat and Hit Rules”

LOOTING/LARP STEALING AND BREAKING IN

These 3 activities are subject to strict rules. Always make sure you act within these rules because proving afterwards that you didn't intend to steal OT is very difficult.

loot/thieves

Loot is the act of searching and stealing from a character, often unconscious or dead.

In the event of a robbery, clarify briefly whether the person would like to be searched. If so, only harmless areas such as arms, shoulders, legs and outside of the hips may be touched. Clues such as underwear may therefore not be used as a hiding place. If the person does not want to be searched, they still participate in the situation and must give up lootable items when requested.

The rule of thumb is: Merchandise may be looted/stolen, equipment may not.

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Lootable items are:

- Modded foods
- Ammunition
- IT drugs
- IT currency
- Alcohol

· Single cigarettes - when in an IT box (not from the OT box). The whole case will NOT be stolen.

Equipment will NOT be looted ANY WAY, especially if it is worn on the body. However, anything can become a commodity if offered as such by participants (and rightful owners).

All items marked with a "Property of Lost Ideas" sticker must be returned to the organization after the game at the latest. Equipment found on the site (which was obviously lost by other players or was looted by mistake) must be handed in at the Orgaplex and placed in the Lost & Found. We recommend that you label important pieces of equipment with your OT name.

BREAKING IN

If you want to lock something at FALLEN, you have to expect that it can be broken open. In principle, breaking into IT doors, entrances, boxes, windows, cupboards, cages, cells is permitted. Everything has to be equipped with a cheap combination lock* (or your own crackable mechanism if you like) or a transparent picklocking practice lock. The lock may not be destroyed by force, but if it no longer works after a "pick" attempt, no compensation can be claimed.

All locks/rooms that are ACTUALLY OT for e.g. OT tools, petrol, changing rooms or generators must be marked with an Orga sign. You can get the sign on site from the organization.

*These are usually crackable without destroying them

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CHARACTERS, GROUPS AND FACTIONS

The following chapter should help you to orient yourself better when creating characters at FALLEN, because this will give your game the basis and the touch that you find playable and appealing.

CHARACTER BACKGROUNDS

1. The people
2. The mutants

HUMANS

Humans are the most common species in this empty wasteland. They are descendants of the survivors of the apocalypse and form the most represented inhabitants of this broken world. Through the generations, their lifestyle and the adaptation to this world have more or less developed into resilient people.

The Order dubs this as „Homo Apocalypse“. They initially reverted to hunting and gathering to ensure survival. Over time, there were mergers, alliances and pacts, from which today's warlords, leaders, companies, churches, tribes and groups developed.

Thus, a colorful variety of different people can be found in the Bad Land. Even today there are individuals who prefer to roam the wilderness alone or in a tribe and prefer not to remain sedentary in one place and cultivate a native lifestyle with its own rituals. There are also bunker residents and city dwellers who prefer the protective four walls to the call of nature.

The differences between the customs of the tribes and the bunker dwellers can be enormous. Some embrace modern technology, others despise it, preferring suicide to touching metal. Some are educated, sensitive, skilful traders and very social, others live more on Darwinian principles or pray to wild gods

The usual nomad prefers muted color clothing and gear in the Bad Land, which is in stark contrast to sentries and townspeople who tend to dress brightly and colorfully. Most wear clothing and gear they found and improvised patches, holes, other pieces of fabric, and other disconnected pieces.

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MUTANTS

Mutants are at the bottom of society in this universe and are generally shunned by "decent citizens". They can be attached to almost any faction/gaming group and are more of an outcast species than an own faction.

We differentiate between mutants that mutate during the con because they cross the dark red ray area (and choose not to die) and those that start out as mutants.

Some of these mutants do contaminate/irradiate others. You can read about the effect this has on the RFID dongle and the radiation game under "The radiation game".

OPEN AND CLOSED GROUPS + FACTIONS

There are three basic party categories in the Fallen Universe:

1. Open Groups
2. Closed groups
3. Factions.

Open groups have concepts that can be easily built into any character background. They describe a general attitude. No special agreement/approval with the SL or a recording group is required. However, in order to integrate yourself into an existing group structure that also uses this background, get in touch with this group of players beforehand or win access on site.

Closed groups cannot simply be chosen as the background during character creation. They are special concepts and the group decides for themselves how big they want to be and who will be included. From a certain size and level of awareness, a closed group can also become an open one if they want to. A closed group can be, for example, a "motorcycle gang".

Factions are background-controlled groups that pursue clear goals and regulate balances. They are introduced by the organization or in consultation with the organization. In addition to open and closed groups, they give the world a deeper structure through their actions.

The fractions are recorded and designed in close cooperation with the SL. These are, for example, religions and political or economic currents. Here, targeted actions are brought into the universe, which should link a storyline or generate a deeper game. Depending on requirements, the IT-SL

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assumes a high-ranking, but not leading, advisory function. The factions are strongly anchored in the world should be known to all FALLEN participants.

Two classic factions would be, for example, a local religious community that has certain moral ambitions and a very contrarian group that has a constant but meaningfully playable disagreement.

WEAPONS

Our maxim of the entire con also applies here "Don't be an arse!"

IMPORTANT: We do not check weapons or equipment! All participants are responsible for the safety of their equipment! In case of doubt, we reserve the right to check the equipment/weapons/dart blaster in question and remove it from the game. These measures serve to protect all participants. We ask you to take this seriously. Please check equipment/weapons/dart blasters regularly, at the latest when packing for the next event.

PADDED WEAPONS

All suitable LARP padded weapons and LARP bows/crossbows (with appropriate LARP safety arrows (e.g. IDV safety arrows) and a draw weight of up to max. 30 lbs) that are adapted to the setting are permitted.

Medieval, "fantasy and cosplay-like" LARP padded weapons do not fit into the setting and are therefore not desired.

DART BLASTER

All NERF dart blasters classified as toys in Germany and other dart blasters classified as toys in Germany that are capable of shooting original NERF darts are permitted.

This includes NERF Elite darts (also with a shortened foam shaft), NERF MEGA darts and NERF Elite missiles. All blasters must be optically adapted to the setting.

The following examples of dart blasters are not permitted at our event:

- All dart blasters that are not legally available in Germany. Dart blasters of the NERF Vortex series, the NERF Rival series (ball blaster) and the Tek Recon series.
- Blasters that fire NERF Vortex, Rival, Ultra, Tek Recon ammo or similar.
- Dart blasters that, due to their modification, no longer meet the legal definition of a toy.

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In general, a dart blaster can also be used in close combat, e.g. to block an attack. However, the dart blaster must NEVER be used to attack, e.g. as a striking weapon - not even implied. In close combat (up to approx. 1.5 m) NEVER shoot head high! Eye and face hits are to be avoided in any case.

PERFORMANCE MODDING

Performance modding means increasing the performance through mechanical or electrical changes to the dart blaster.

Caution: Any performance modding of dart blasters means that in case of doubt you are not using a toy with German approval and may violate gun law. Dart blasters that, due to their modification, no longer meet the legal definition of a toy are not permitted at our event!

Many new dart blaster models have been optimized and, even in the unmodified state, shoot sufficiently far and precisely enough to have fun and a chance in combat without performance modding.

If you have modified your dart blaster, you are responsible for checking before the event whether your dart blaster still meets the legal definition of a toy.

CREATIVE SPECIAL CONSTRUCTIONS

By creative special constructions we mean any kind of self-made dart blaster (e.g. 3D-printed blaster). These must continue to meet the legal definition of a toy to be allowed at our event.

AMMUNITION

Only the following original NERF darts are permitted at the event:

- NERF Elite darts (also with shortened foam shaft) in different color schemes (including their variants, e.g. Doomlands, ZombieStrike, StarWars, Fortnite etc.)
- NERF MEGA darts
- NERF Elite Missile

All dart replicas (regardless of their origin) and unauthorized modifications to the ammunition are prohibited without exception at the event! Violation can result in an exclusion from the event!

Background: Products from other origins and so-called "plagiarisms" are often not subjected to the same test and may not even have a toy release in Germany.

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This can have serious legal ramifications should an incident of injury occur. In addition, most "plagiarisms" have a head made of hard plastic, which significantly increases the risk of injury.

EMPTY SHELLS

Any ammunition that is fired, regardless of the caliber, is automatically an empty shell. This can be picked up depending on the situation, but may not be reloaded; it is considered used. But you can of course resell your empty shells as such or, even better, take them directly to the gunsmith.

THE "GUNSMITHS"

Gunsmiths can be found in town and in the Bad Land. With them, the empty shells can be "refilled". Your ammo is now ready for use again. Only the "Trading Company" gunsmiths are able to get ammunition ready for use again! You also want to play a gunsmith (as part of a group)? Then register in advance and send us an email to fallen-gameteam@lost-ideas.com. All gunsmiths must be verified and approved by us. As a gunsmith, you must have appropriate equipment, such as an ammunition press, etc. with all the trimmings. You can recognize gunsmiths by the "Trading Company Logo".

AMMUNITION LIMITATION

Ammunition limitation is a much discussed topic, which has to be implemented by the participants on their own responsibility. Therefore we appeal to ALL to pay attention to it themselves. The immersion will be much denser if a character is adapted to the lack game in all situations. So it is questionable why simple wasteland hunters should run around with heavy machine guns and lots of ammunition, when a simple rifle or a revolver fits better into the concept.

Our recommendation is that you fill your Dartblaster 1x full and put a half-full magazine in your pocket for reloading.

ARMOR-PIERCING AMMUNITION AND ARMOR-PIERCING WEAPONS

Armor-piercing ammunition can only be represented by NERF MEGA Darts or NERF Elite Missiles. This is ONLY brought into play by the organization and can be earned either from the gunsmith or from special large groups!

A dart blaster that can fire armor-piercing ammunition must be clearly recognizable as a heavy weapon and be particularly well adapted to the setting.

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Dart blasters that can shoot NERF MEGA darts (i.e. armor-piercing ammunition in the game) must meet a specific modding requirement. These weapons must be extended to a minimum length of 1.2m. This is to show that armor-piercing ammunition cannot be fired from a pistol, for example. They must also either be mounted (e.g. on a tripod or mounted on a vehicle) or have a recoil compensator (muzzle brake) as is the case with very large caliber rifles. NERF Elite Missiles may only be fired with dart blasters or parts of a dart blaster or a creative special construction.

BALLISTIC GRENADES, MINES AND BOOBY TRAPS

Homemade grenades, mines, booby traps and the like may not be brought into play. Anyone who does so will be excluded from all our events and risk a criminal complaint.

Only grenades, mines and booby traps that have been purchased from retailers and are approved in Germany are permitted at the event. All grenades, mines and booby traps must be filled with halved Nerf dart shafts (at least 2 cm long) without a dart head and must not be attached at head height. ALL types of grenades, mines and booby traps are trade goods. To get them back after the game, we recommend putting a name tag on them. Found grenades, mines and booby traps can of course be handed in or picked up at the Orgaplex at Lost & Found during or after the event.

All triggers with a cord or similar must be able to be released on at least one side without great effort, be attached at a height of at least 0.5m and must not be stretched higher than 1.20m. In addition, easily tearable cords must be used. Absolutely no wire, fishing line, etc.

Triggered grenades, mines and booby traps are initially used up and must be refilled at the gunsmith's. The "area of effect" of a grenade is as large as the "fragments" fly. So if there is a "splinter" behind you, you have been hit.

HITS AND ARMOR

During a fight, the DKWDDK principle applies first and foremost: Good role-playing first! Play out hits wisely! It is more important to show a clear reaction to a hit at all than to realistically play out the hit. With this basic consensus for beautiful role-playing, let's also sometimes "keep five straight" and treat all participants to a nice game, instead of winning by hook or by crook! How a weapon affects a body should be played out intuitively. A blade cuts, slashing weapons bounce - breaking bones or lacerating them, Bullets puncture and can injure internal organs. A special feature are grenades, mines, booby traps, etc.: In order not to make them too powerful, only splinters are played out here, comparable to gunshot wounds. If the same spot is repeatedly hit, the degree of injury worsens at its own discretion.

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We have created a summary table to give LARP beginners a feeling of how injuries can be played out sensibly. You can find the explanation of the terms below.

| | | | |
|-----------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------|
| | <i>Unarmored: Unarmored is defined as any part of the body without significant coverage or any type of fabric/fabric</i> | <i>Light armor: A light piece of armor is characterized by different materials and construction methods, e.g. thin sheet metal, thick leather</i> | <i>Heavy Armor: (see chapter Heavy Armor Parts)</i> |
| <i>Unarmed</i> | Light hit | unharmd | unharmd |
| <i>Firearm, Grenade, Booby Trap Knife Stab, Heavy Slashing Weapon</i> | Normal hit | Light hit | Light hit |
| <i>Armor piercing</i> | heavy hit | heavy hit | heavy hit |

Unharmd:

Even if a hit does not result in permanent injuries, react accordingly with curses, screams of pain, and hold the affected area for a moment. This is how your counterpart notices that you have registered the hit.

Light hit:

A light hit also hurts after the fight, distracts at first, there may be bleeding or bruises. After a while, the injury may heal on its own. Wound makeup or a small bandage will help the atmosphere.

Normal hit:

A normal hit inflicts non-fatal injuries that are incapacitating and require a doctor's visit to heal - whether pulling bullets/shrapnel, splinting bones, or suturing a gash depends on the injury and is assessed by the medic. If nothing is done for a long time, the injuries worsen (see heavy hit) If nothing else happens, the injury ends fatally.

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Heavy hit:

ACUTE DANGER TO LIFE! Heavy hits must be dealt with immediately for the character to survive. Vital organs have been hit, arterial bleeding, a fractured skull base, etc. – only an emergency operation can help here. If rapid rescue and treatment is not possible, this is a death sentence. The character is no longer able to save himself. consider! Armor always only protects where it is worn! For example, if someone IT rams a knife into an unprotected armpit, the armor at that point doesn't count and a correspondingly serious injury will result.

WEAPON HITS

If a ranged weapon hits another ranged weapon, it becomes useless and must be IT repaired. The same applies when blocking a melee attack with a ranged weapon. Weapon repairs can be carried out by characters with the appropriate equipment and knowledge, otherwise this can also be done at most gunsmiths.

ACTIVE FIGHT

Every "infight", i.e. LARP close combat that requires direct physical contact, must be agreed with all those directly involved before it is carried out. Discuss or puzzle out how the fight should end or agree on a hidden OT sign. As always, "Safety First" and "Don't be an ass!".

VEHICLE HITS

A hit with armor-piercing ammunition on the driver behind armor is considered a light hit, the vehicle MUST also stop! Drivers without vehicle armor suffer the normal effects of armor-piercing ammunition (see above). When firing at vehicles, make sure that the crew is aware of the fire, otherwise they will not be able to react to it.

The first hit with armor-piercing ammunition deals light damage. But the car only drives at walking speed to the next workshop and not a meter further. The second hit deals heavy damage. The vehicle can no longer be started! The car has to be pushed to the nearest workshop or specialist personnel have to come from a workshop to repair the vehicle.

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HEAVY ARMOR PIECES

Heavy armor pieces differ from light armor pieces primarily in their appearance and weight. With heavy armor parts, a higher demand is placed on the optics.

In addition, heavy armor parts must be registered with the organizers at fallengameteam@lost-ideas.com before the event. **IMPORTANT:** As already written above, this is not an equipment check for safety or anything similar! It is purely a visual plausibility check.

The weight simulates the limitations that one accepts for a certain protection with heavy armor pieces. A weight of:

- · each arm at least 2.5 kg
- · per leg at least 2.5 kg
- Torso at least 10 kg

If only a maximum of half of one part of the body is covered, half of the respective weight requirement applies, e.g. only one breastplate = 5kg, Forearm splints only = 1.25 kg each.

The helmet is a special case. Style definitely comes first here, which is why there are no corresponding weight specifications. In addition, not all armor wearers should have a stiff neck all the time.

SHIELDS

Each shield must look like the setting and be safe enough not to injure anyone with defensive hits or reflexive movements (larp-safe). It is therefore also forbidden to use parts of barricades, sticks, building materials, etc. as a shield. Strikes with the edge of the shield are generally not allowed.

Ballistic Shields (Bulletproof) have some limitations due to their not inconsiderable OT game advantage. Each shield must weigh at least 10 kg per square meter to avoid overly complex shield size and weight rules.

IT RULES FOR SHIELDS

Shields are useless against armor piercing rounds. Please pay attention to the ammunition you are being shot at. Like all other weapons, shields must be repaired after damage in order to be usable for the next use. Passages in barricades (see below) must remain free and may not be obstructed with shields!

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BARRICADES

In general, this applies only to barricades: Anything that stops a dart - stops it. We call barricades mobile structures used to seek cover from ballistic missiles. In an emergency, a barricade must be easy to remove.

Existing building structures may not be destroyed in combat. Especially windows and roofs.

BARRICADE CONSTRUCTION

Entrance doors must not be barricaded directly because, among other things, they are escape routes! The group leader should explicitly pay attention to this in their respective group!

Moved barricades must be at least 1 m away from the next obstacle. Max. height of a barricade 1 m.

Under 2.20 m, all types of cords, wires, etc. must be able to be loosened on at least one side without great effort in order to prevent tripping or stumbling under any circumstances. This can be easily solved with a clothespin as a fastening, for example.

POISONING

Poisoning is a controversial medium in role-playing games because there are fundamentally different views about its usefulness. It's unrealistic not to be able to poison anyone, but unfortunately it's almost always tied to a "telling" mechanic. In the FALLEN universe, poisoning is therefore always just a game offer that does not necessarily have to be accepted and played.

CHARACTER DEATH

As the number of residents in the Bad Land increases, so does the number of potential corpses. In order to prevent problems caused by decaying carrion in the area, a group of people often settle in the large metropolitan areas. They call themselves „Die Letzte Instanz“ (final authority).

If your character dies, you have two options to change your character: „Die Letzte Instanz“ directly after the situation with the OT cloth. You are taken away... Of course in this rough world there are also people who deal with death do their business. There, similar to the medicine game, you have the option of accepting a voluntary game offer so that your friends/group can mourn you or, in old street fashion, flog your corpse to make another Bullet or two.

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If your character dies, you must log off with your deceased character and log on again with your replacement character at Die Letzte Instanz in the OT room. This is your contact point for a character change and not a voluntary game offer.

After registering your character, change your clothes, pack your stuff and start the game somewhere in the field. This also applies to members of a group, i.e. if you "move up". If you are unlucky enough to die one more time, you start as a non-group character and group access must be earned.

To maintain immersion and not cause disruption to the remaining participants in the situation, remain in place until the end of the situation (or a reasonable amount of time) after your demise. Should not change after the reasonable time sign that your corpse is to be taken away, use your OT cloth to remove yourself from the situation (without possibly disturbing the others) and go directly to Die Letzte Instanz. If nobody is in the IT area of the building, make yourself known or report to the OT room or wait in the corridor.

When re-registering, some IT and OT data are noted, game-relevant OT questions are asked, problems clarified and IT values (money/medicine/drugs) are confiscated - don't worry: you keep a small amount for the restart.

Character change summary:

The new character must be CLEARLY distinguishable from the old one (of course, clothing parts can be reused in moderation) All IT values such as money/medication/drugs must be handed in (please be fair here) Leave the situation with the OT cloth at a suitable moment, change clothes and get back in the game!

WOUND GAME

You can find everything about the medic and medicine game as well as detailed information about medication in "Module II - Medication and Drugs".

All characters can die! And that doesn't happen very seldom at FALLEN.

Every violation has IT consequences. This means that an untreated gunshot wound or deep cut will lead to death after a maximum of 15 minutes. Immediate life-saving measures do not heal the character, but only extend the time window until the wound is properly treated. A wound must always be medically treated by a medic. If the wound is not treated "professionally", the injured body part loses its function and becomes useless in the long run.

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The consequence of an injury is ultimately decided by the treating IT medic on a medical basis as realistically as possible. This is an important part of our end time LARP.

WOUND IMAGING

All medics are required to use fake blood to treat wounds. Creativity and commitment in wound and treatment presentation are very important to us.

LIFE SUPPORT MEASURES

All participants should be familiar with life-sustaining measures, including first aid. In case of doubt, this means that the wound should be treated first with the aim of stopping the bleeding for the time being and giving the character more time until medical treatment by an IT medic.

If no medical attention arrives within the next 30 minutes, the character succumbs to his injury.

Bystanders have the opportunity within 15 seconds after death to begin with up to 15 minutes of (played!) "life-preserving measures" (e.g. heart-lung massage). This allows an additional 15 minutes of respite to be "earned" before the character's final death. After that, however, he must immediately seek medical treatment in order to avoid death. In the case of serious, actually fatal injuries, the treating medic decides the outcome of the treatment with a roll of luck.

THE RADIATION GAME

The health burdens of polluted environments, contaminated soil, nuclear waste, and other nameless horrors that have washed up on the surface of the earth over the past few centuries are pervasive and diverse in the FALLEN universe.

All characters are thus victims of a constant background radiation. The unit in which this load is measured is called RAY. Internal contamination causes poisoning, stress on tissues, organs, blood and the whole body. External contamination, on the other hand, settles on clothing, equipment, hair and skin. In fact, these values are NOT (yet) stored separately on the RFID dongles. They are only intended to create more scope for a wide variety of decontamination and contamination representations in the future.

All stats may change from FALLEN to FALLEN and also at co-op events. There is no guarantee for their durability, because they adapt dynamically to the development and the IT events at FALLEN in

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order to make the deficiency system perceptible. However, all changes are communicated transparently.

THE RFID DONGLE

In order to show radiation and contamination in the game - and above all to make it actually measurable - each participant needs an RFID chip (hereinafter referred to as "dongle"). Participation without an RFID dongle is not possible. You buy this at check-in for 5 EUR.

The RFID dongle can be used independently of character for all subsequent FALLEN events. Anyone who loses the RFID dongle must purchase a new one from the organization for EUR 10. (Unfortunately, these costs are necessary because we have to reorder by express in case of doubt).

Each newly purchased RFID dongle has a random initial value that ranges from late light green to mid-amber. If you bring an existing RFID dongle with you, it must be "checked in" at check-in - i.e. updated to the current configuration data. If this does not happen, it will not be recognized by any reader and writer in the game.

If you want to check in your RFID dongle for a new character, you have to say so at check-in.

All participants must ALWAYS wear the RFID dongle on their body, ideally on a chain around their neck or as jewelry embedded in their clothing (at heart level) to enable problem-free "measuring". On the RFID dongle all necessary information is stored to calculate your radiation level. Logically, the RDIF dongle does NOT exist in the game, but is OT all the time.

THE RAY AREAS

The general contamination status of an individual is expressed in "RAY ranges". Numbers are never used in the game, nor are they given out by the devices. They are listed here for transparency only, to clarify the system.

- **Green** (0-150 RAY) - also called "Green RAYed". A below-average burden is present, which is almost only the case with bunker residents or very wealthy bathers occurs in countries that can afford a lot of medicine and decontamination.
- **Yellow** (150-300 RAY) - also called "Yellow RAYed". An average, but not necessarily healthy load is present. However, this is most prevalent among Bad Land dwellers. Slight ailing, eye rims, more subtle coughing up blood and an unhealthy appearance are common here in the upper borough and are part of everyday life in the Bad Land.

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- **Red** (300-450 RAY) - also called "RAY Head". There is a very high load. After a short time, pronounced symptoms such as a very unhealthy appearance, peeling skin, nausea, vomiting, dizziness, decomposition of tissues, and increasing blindness set in.

If participants reach "dark red", a decision with serious consequences has to be made. mutate or die. Mutations can lead to social exclusion and rejection, but leave the possibility open through drugs and therapies to reform to human. If the decision falls on the agonizing death by radiation, you can start the game again with the second character. Attention: mutations must be displayed/made up independently!

Almost all reading, writing and control devices that are used in the Bad Land output this value in the form of digital bars so that participants with color blindness can also read the value without any problems. No numbers are output, the colloquial terms are "light green", "medium yellow", "dark red" and so on. One bar = light, two bars = medium, 3 bars = dark.

THE BACKGROUND RADIATION

One FALLEN event calculates 72 hours, so 3 days of background radiation.

Arrival and departure days are not included in the calculation. During those 3 days, a character takes a little less than 150 ray background radiation. The radiation game is designed in such a way that a "light yellow" character can just about survive another 7 days (108 hours) without any medication, therapy and decontamination. That corresponds to 1 1/2 FALLEN events.

Our game vision is very clear: constant pressure wafting in the background, contributing to the game dynamics (in the form of raids, desperation, creativity), continuously increasing slightly but not completely dominating the game.

The therapies are so numerous and varied that they can be adapted to your game. If the pressure gets too high, the focus of your game is somewhere else, there is always the possibility of a quick, free treatment at TC Inkrasso - for a "favor". More about this in the section "Economic system - TC Inkrasso".

RADIATION MEDICATION

In order to lower or keep your RAY level constant, you can take advantage of various play opportunities. By design, these are varied, different, and tied to very different places and groups. Your play determines what your therapy looks like.

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| THERAPY | form | Ray Reducton | max. amount/day | max.amount/event |
|--------------------------------------|-------------|---------------------|------------------------|-------------------------|
| NanoClean | Pill | 70 | 2 | 2 |
| LifeCleaner | Pill | 24h protection | 1 | 3 |
| CleanRAY | Infusion | 24-30 | 1 | 2 |
| Blutwäsche (blood washing) | Event | 20-30 | 1 | 2 |
| Äussere Dekon (external Decon) | Event | 10-15 | 2 | 4 |

Decontamination and blood washing offers can be found everywhere in the Bad Land. The executive groups will explain all the necessary steps to you. Infusions are best given to you in a hospital or infirmary. You can also take Nanoclean and Life Cleaner around the clock at the fully automatic Ray-O-Mat.

"NanoClean" and "LifeCleaner" also contain an RFID chip, so handle them with care and never open them!

MEDICATION

IT, all radiation medication can only be taken under the supervision of "medical professionals", on a Ray-o-Mat or with decon personnel.

Otherwise the medication will have no effect. OT this is necessary so that the medication intake can be stored on your RFID dongle and "acts". There are numerous different possibilities and offers to do this at FALLEN. You can get to know new areas and groups when taking medication, decontamination and blood washing.

Ray-o-Mats are mostly found in popular locations like cities, trading posts, and sometimes even the Bad Land. The machine will give you clear instructions on how to take it.

OT, the drugs must NEVER actually be consumed! Any administration takes place only as a spectacle. As soon as a medication has been administered, it automatically disappears from the game and is OT (and given to the Orga).

DECONTAMINATION

You can lower your RAY value, for example, by means of decontamination (decon). We distinguish between internal and external Radiation/poisoning - so also between external and internal decontamination (blood washing).

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Outer decon is limited and only found in a few groups in the Bad Land. It is characterized by a quick procedure and relatively cheap prices and can be repeated. The inner decon, on the other hand, is much more efficient, more complex, more expensive and involves a lot more suffering. You can't go through the procedure more than once a day. Most of the decon offerings at FALLEN are created by participants. If you visit a decon, you have to hand in your RFID dongle. The decon staff will instruct you in everything and explain what to expect. During decontamination, this is noted on your RFID dongle.

THE "DRAWBACK MARKS"

In order to show that items, areas or mutants really have an effect on the ray value, we use "drawback" counters.

Characters who approach certain sources of radiation can be presented with such a mark without comment. Of course, the brand does not exist IT. The participant concerned takes the stamp and simply hands it over at the next opportunity together with the dongle.

ATTENTION: This only works at stations with staff, not at the Ray-o-Mats.

Mutants that come into play as such and have a distinct, visible mutation can thus "actually" radiate other characters. Certain places or objects can also become dangerous.

If this system is interesting for your character, you can apply for drawback tokens at fallen-gameteam@lost-ideas.com.

THE ECONOMIC SYSTEM

The most important rule first: THERE'S NOT ENOUGH FOR EVERYONE

FALLEN lives from this motto - because the resulting social behavior should clearly stand out from our everyday life. Harshness, envy, mistrust, fear and hardship characterize both the economy and society. Therefore, internalize this injustice and never let it frustrate you OT.

As a participant, you should always be aware: The odds of procuring the game paraphernalia necessary for survival are 1 in 3. End Times LARP and scarcity simulation means being part of a society that is rapidly moving on a downward economic spiral toward moral bankruptcy. Bringing this immersion to life means being a "loser" at times and accepting that without OT frustration.

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ECONOMY

In order to create a relatively stable and thus long-term economic simulation, we use a decentralized scarcity system (at least mostly). Creating a "stable" (scarcity) economy is impossible.

Because we can only regulate limited values, it is important that you always keep in mind as a game approach that illness, poverty, despair and basically the lack of everything also affect YOU. Every time you hear the sentence "It's not really a scarcity economy, everyone has everything here!" crosses your mind, then think carefully: Have I even left room for my character not having enough of something? Didn't I also bring cigarettes, alcohol, ammunition, medicines and merchandise to give me a "proper" start in the game?

Nobody expects you to give up alcohol and cigarettes or good food. But we expect you to sometimes act like you don't have these things in the trunk of your car. Before you leave, look in your backpack again and maybe unpack something that you could also negotiate in the game. At the same time, this gives you motivation and the necessary pressure to talk to people, get to know them, ask them questions and get to know the whole world of FALLEN.

Please refrain from hoarding medicines and Bullets on a large scale! The money has to circulate and work. It's better to make one more plot request and pass your Bullets on to all the creative and hard-working people out there, because that's the only way that lack can exist alongside good roleplaying.

THE TRADING COMPANY

The Trading Company, also known everywhere as TC, not only has its own warriors but also borrowers who fight for them when necessary. It maintains outposts in the larger provinces and also hubs in the Bad Land, which serve as a supposedly safe haven for settlers, soldiers of fortune, crooks or pistols.

The nodes offer trade goods, amusements and new jobs. They also serve as refueling stations for caravans and outposts of various groups and factions. Despite all the power that the TC holds, it strictly stays out of small wars, gang fights, political tensions and fundamental discussions. It buys from everyone, sells to everyone, and deals with anything and anyone who owns things of value. Only a small executive part of the TC is represented in Lost Vegas, the actual "powerful figures" are unknown and not resident locally. Your representatives in and around the Bad Land work exclusively on behalf.

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CURRENCY

The only real currency in the game is Bullets. These come in denominations of 1, 5, 10, 20 and 50 Bullets. As an ambience extension, empty shell casings (real-looking, fake cartridges) are brought into play. However, no retailer is obliged to accept these as a means of payment (regardless of the amount). A case is equal to 1/10 Bullet.

THE TC INKRASSO

The "TC Inkrasso" (name consists of "Trading Company" & "health insurance" and "Inkasso" together), a mainstay of the TC, awards treatment vouchers for the local hospitals and field hospitals. Anyone can take advantage of this offer, regardless of current ability to pay, to receive immediate treatment. In return, the "debtor" agrees to owe TC Inkrasso a favor. These favors are ALWAYS game offers, e.g. orders, person searches, thefts, reconnaissance, participation in experiments and much more, which are to be processed during the event or the subsequent con.

ALL participants can create such a "favor plot" and give it to TC Inkrasso to bring into play. You too! TC Inkrasso maintains a "debt board" for people who don't do their favors and, in extreme cases, puts overdue people on bounty hunts or pursues them of their own accord to get them to pay or service their debts. For the TC Inkrasso almost all means are right, except the death of a character. TC Inkrasso is headquartered in Lost Vegas.

Our vision here is crystal clear: Radiation Game is designed to encourage despair, poverty, pressure and injustice IN the game. But if it gets frustrating, we offer a playful way out of the inevitable character death.

TRADE GOODS

Any item appropriate to the setting (except non-lootable items) can serve as a trade item. Also groceries MUST be adapted to the setting, otherwise they do not exist in the game. Especially optically unmodded weapons, but also unmodded trade goods are consistently removed from the game by the members of the TC. Of course, there is still the possibility of modding your items IT. However, everything can become a commodity if participants (and rightful owner) is offered as such. If you want to sell individual pieces of equipment, you can do so on the "Market". If you charge Euro for items, you must clearly mark them with an orange price tag!

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ALCOHOL

From IT onward, NO more unmodded bottles may be on the field. We recommend bringing modded drinking vessels to easily pour the drink and to prevent the immersion crack directly.

You may bring alcohol for your own use. In this context, we also refer clearly to the legal situation in Germany regarding the serving of alcohol and all hygienic guidelines, which are binding for everyone.

The alcohol content of a drink must not be concealed in the game. If the drink contains OT alcohol, it must also be recorded in the same way. If a drink does not contain alcohol, it may be used in the game as an "alcoholic liquid". On demand all ingredients and allergens must be able to be communicated OT.

When we talk about alcohol, we inevitably come to parties. Of course we want you to have fun, but at the same time we want the immersion of a gritty post-apocalypse. Our experience has shown that most parties tend to cripple the game over time. We therefore recommend that you come up with other concepts that create immersive play for everyone instead of "throw a big party". In principle, large parties must be registered with us.

PRICE LISTS

In order to get a better "feel" for the prices, wages and values at FALLEN, a non-binding price recommendation for merchandise is developed and published every year together with the FALLEN community. You too can get involved and work on it. Only the SL-controlled drugs, squeeze and a few other things are still firmly specified and enforced by the TC.

explanation of terms

| | |
|-----------|--------------------------------------------------------------------------------------------------------------------------------------|
| SC | Spielender Charakter (Player Character) |
| NSC | Nicht Spielender Charakter (Non Player Character) |
| IT | InTime (innerhalb des Spiels) |
| OT | OutTime (außerhalb des Spiels) |
| SL | Spielleitung (Game Master) |
| PA | Power Armor |
| Looten | taking an object away from someone, usually from an unconscious or dead character |
| Telling | Communicating to someone the effects or impacts of a game mechanic OT because representation is not possible. |
| OT Bubble | A situation in the game in which participants are OT, speak, act and thus create an Outime "bubble" in the middle of the game world. |

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The translation of the Terms and Conditions into English has informational purpose only. Legally binding and validating is only the version in German.

General Terms and Conditions

§ 1 Formation of the contract

(1) The contracting parties are the respective participant and Villalobos & Groß-Bölting GbR, hereinafter referred to as the "Host". The contract shall come into effect upon confirmation of registration by the Host. If the Host does not respond to the Participant's registration within 14 days, the Participant shall no longer be bound to the registration. In-advance ticket sales in the Host's store are only possible up to 14 days before the event. The event will take place on the premises of the Panzer-Fahrschule in Mahlwinkel, Alte Heerstraße.

§ 2 Prices and shipping costs

All prices stated on the Host's website are inclusive of the applicable statutory value-added tax. The corresponding shipping costs will be indicated to the participant in the order form and are to be borne by the participant. The shipping of the ticket is done by email, the shipping of other goods by mail. The shipping risk is borne by the Host if the participant is a consumer.

§ 3 Rules With the conclusion of the contract the set of rules provided by the Host is accepted as binding.

§ 4 Safety

The participant is obliged to inform himself/herself independently about the applicable safety regulations. The participant is aware of the nature of this event and the risks involved. The participant assures to be able to participate in the event under sufficient consideration of the expected physical, mental and emotional stress. Insofar as the expected stresses and strains are not evident from the enclosed information material, the Host can provide further information in case of doubt. The instructions of the Host and his vicarious agents must be followed without exception. Warning signals are to be observed by all participants. There will be briefings by the Host, which all participants are obliged to attend. The Host is entitled to search the participants for prohibited items and to demand the presentation of an official photo ID, which must be carried by the participant at all times during the course of the game. The Host is entitled to check the equipment and vehicles brought by the participant for safety purposes. In the case of vehicles, this concerns in particular the functionality of the brakes as well as sufficient light and visibility for the respective driver. Denied objects and vehicles may not be (further) used in the game and are to be removed from the playing area. In case of infringement, the Host may exclude the participant from the event. The participant is obliged to check all equipment independently to ensure that it can be used safely. Should it become apparent that hazard regarding the objects occurs, the participant may not continue to use the equipment in question and must ensure that third parties cannot use it either. Previously completed structures and barricades may be brought on-site by the participant and are subject to paragraph 6 and paragraph 7.

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Otherwise, the construction of structures and barricades without the explicit permission of Lost Ideas on the playing area is prohibited. The participant is obliged to avoid such hazard for himself, other participants and the game area, which go beyond the usual risk of live role-playing. In particular, this includes:

1. violations of applicable law, improper or endangering behavior towards other participants or Lost Ideas and disregarding instructions of Lost Ideas.
2. entering areas or buildings marked in red and/or marked as off-limits as well as going over or through "barrier tape" barriers
3. the modification or manipulation and/or removal of area or building markings or markings (signs, barrier tape, barriers, etc.) as well as of objects or equipment marked with "X" or "OT", as well as the use or handling of said OT facilities and OT equipment
4. the use of pyrotechnic objects and open fire and/or open light without prior agreement and approval from Lost Ideas
5. the use of unsuitable (shooting, throwing, hitting) larp weapons or real weapons or dangerous tools
6. brutality and unreasonable use of force against other participants in fights
7. climbing or scaling trees, buildings or parts of buildings, roofs and other building structures (barricades, obstacles, etc.) as well as climbing through windows and walking in conduit passages or pipe shafts
8. unauthorized driving and/or speeding on the premises, driving without a valid driver's license and driving offroad, as well as driving while drunk and/or otherwise intoxicated.
9. digging in the ground, clearing and/or cutting vegetation.
10. littering on/in grounds or buildings
11. taking or damaging objects on the premises and/or in buildings
12. structural alterations to buildings and structural elements and the removal of parts of buildings (doors, boarding, pipes, etc.)
13. the use of permanent paints (spray cans, marking pens, etc.) on the premises and in buildings
14. the use of drinking water for cleaning or washing purposes
15. the use of green and pink light sources (flashlights, pop-up lights, etc.) or the wearing of white/black/blue high-visibility vests
16. the lighting of open fires outside the designated fireplaces.

Anyone who has drunk alcohol or taken medication in a quantity that makes driving a vehicle on public roads inadmissible must refrain from fighting of any kind and from physically dangerous exercises such as climbing. The use of the sanitary facilities is obligatory for all participants. Violation of this may result in immediate exclusion from the event. Participants who violate these safety regulations or who fail to follow the instructions of the Host or his vicarious agents in a serious manner or do so repeatedly, may be expelled from the event without the Host being obliged to refund the participant's fee.

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§ 5 Liability

Claims for damages by the participant are excluded. Excluded from this are claims for damages by the participant arising from injury to life, body, health or from the breach of essential contractual obligations (cardinal obligations) as well as liability for other damages based on an intentional or grossly negligent breach of duty by the Host, its legal representatives or vicarious agents. Essential contractual obligations are those whose fulfillment is necessary to achieve the goal of the contract. In the event of a breach of essential contractual obligations, the Host shall only be liable for the foreseeable damage typical for the contract if such damage was caused by simple negligence, unless the damage claims of the participant are based on injury to life, body or health.

The restrictions of paragraphs 1 and 2 shall also apply in favor of the legal representatives and vicarious agents of the Host if claims are asserted directly against them.

Driving on the premises with vehicles of any kind is at your own risk. A parking lot for participants is not guarded. Parking there is also at your own risk. The Host assumes no liability for theft or damage.

§ 6 Copyright of recordings

All rights to sound, image and video recordings are reserved by the Host.

All rights to the performed action as well as to the terms and proper names used by the Host are reserved to the Host.

The participant expressly agrees to the - also public and commercial - exploitation and use of image and sound material that depicts or concerns him/her - also in part. This applies spatially and temporally unlimited.

Recordings made by the participant in the sense of Paragraph 3 are permitted exclusively for private purposes and must be made available to the Host upon request.

Any public performance, transmission or reproduction of recordings, even after editing, is only permitted after obtaining the prior written consent of the Host.

§ 7 Miscellaneous

The law of the Federal Republic of Germany shall apply to contracts between the Host and the participant. Changes and additions to the contract must be in written form to be effective. The written form requirement can only be waived in writing. Transmission in text form, in particular by e-mail, shall also be sufficient to comply with the written form requirement. Should any provision of this contract be or become invalid in whole or in part, or should the contract be incomplete, the remaining content of the contract shall not be affected.