

## Checklist FALLEN 2022

The next FALLEN is very close.

We ask you to pass this information on to your group members and fellow participants. If you have symptoms such as fever, sore throat, cough, etc. before your arrival, please stay at home even if your rapid test was negative.

### Arrival, Covid check-in and check-in

early arrival

- Monday, 29.08.2022, 10:00 - 22:00
- Tuesday, 30.08.2022, 10:00 - 22:00

Official arrival for all participants

- Wednesday, 31.08.2022 from 10:00 - 01:00

Check-In for all FALLEN participants:

- Wednesday, 31.08.2022 from 11:00 - 23:00

Check-in for late arrivals:

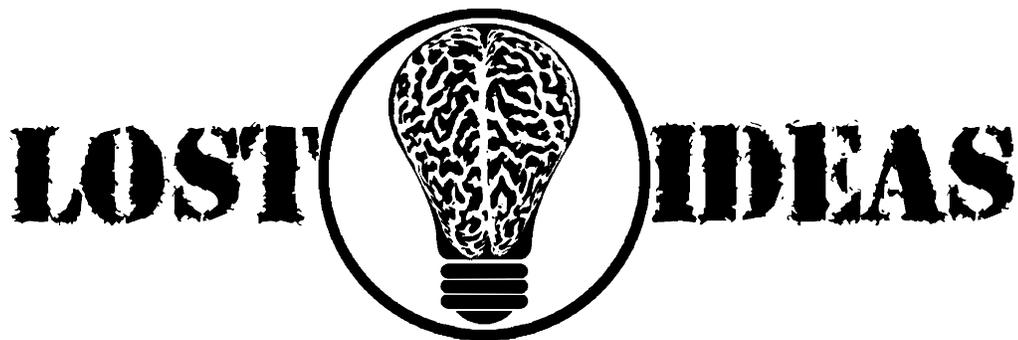
- From 23:00 possible until 1:00 at the Orgaplex.
- From Thursday, September 1st, 2022 from 11:00, check-in will generally take place at the Orgaplex.
- Driving on the site with OT vehicles is no longer possible after Time In! Please go from the parking lot IT to the playing field.

During all arrival days, the Covid check-in, the early check-in and the parking lot instructions are processed together at the entrance to the play area/parking lot.

You should have the following things ready for this:

- A certificate of a negative current corona test (not older than 24 hours)
- Your early arrival ticket (digital or printed)
- Your identity card
- Your completed parking permit

Once you have gone through the Covid check-in, you will receive a special wristband and do not have to do it again.



**THE INTERNET RECEPTION IN MAHLWINKEL IS BAD! MAKE SURE YOU HAVE SAVED ALL DATA OFFLINE BEFORE DRIVE ON THE SITE!**

Sollte es gar nicht anders gehen, kannst du auch einen Selbsttest vor Ort machen. Diesen musst du SELBST mitbringen. Um ein Anreisechaos zu verhindern, bitten wir darum diese Möglichkeit wirklich nur im Notfall wahrzunehmen.

If there is no other way, you can also do a self-test on site. You have to bring this YOURSELF. In order to prevent chaos on arrival, we ask that you only use this option in an emergency.

**Test center Wolmirstedt**

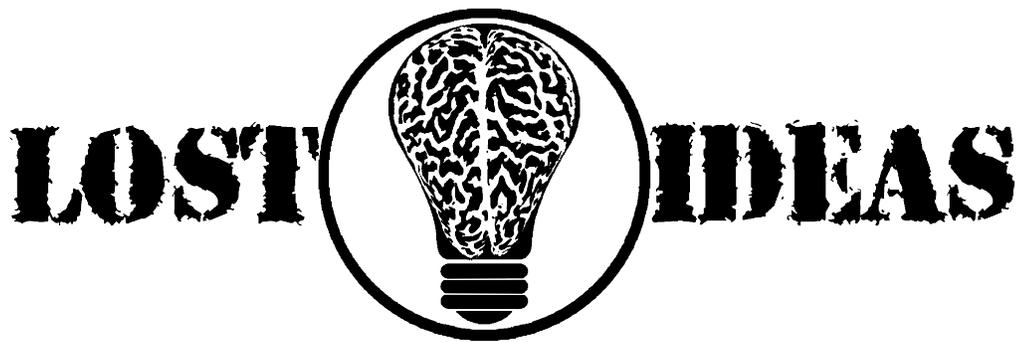
We have informed the following test center about our events: <https://www.coronatest-boerde.de/>. We have informed the center about an increased test demand and by presenting the routing slip at the end of the checklist you can take a citizen test there for €3.

Test center opening times:  
Monday-Friday: 8:45 - 18:00  
Break: 12:30 p.m. - 13:30

Please always wear at least one FFP2 mask when you come to the Orgaplex! In principle, it is never wrong to have an FFP2 mask with you in the game (except in exceptional medical cases). Due to the occasion, there will be no food at the bar at our events this year! All further information on how we deal with Corona (quarantine on site, Corona checklist, self-testing, etc.) can be found on our homepage <https://www.fallen-larp.de/corona>

**What do you need to check in?**

- Your ticket printed out or offline on your mobile device (**Attention! Tickets from 2020 are no longer valid! And you need a personalized ticket, even if someone else bought it for you**)
- Identity card, passport or ID card! You must always have your identification document with you (in the OT pocket) during the event
- Cash - if you are a con-payer (please match if possible)
- Your RFID dongle or 5€ to buy one
- At check-in you will receive an admission wristband that must be worn on your wrist throughout the event



### **The numerical code and the barrier**

The barrier to the playground is always closed and secured with a combination lock. The number code for the RED lock "Gelände" is: "3893". To open the lock, you have to squeeze it together. You must URGENTLY lock the lock after going through the barrier unless there is a note on the barrier saying otherwise!

This prevents unauthorized persons from entering the site, which is equally important to us and you... Thank you.

### **Vehicle check-in**

The vehicle check-in for your registered IT vehicles will take place on August 30 and August 31, 2022 at 15:00.

Where? At the IT gas station opposite the wind turbine on the play area. There, all vehicles are checked for appearance and OT safety in order to then be approved for the game. ALL vehicles must go to the check-in, even if they have been there for a long time. Latecomers please drive directly to the gas station first. The vehicle check-in is then done IT.

### **IT currency and drug exchange**

This year you can exchange the old medicines and game currency IT (i.e. in-game) for our current currency.

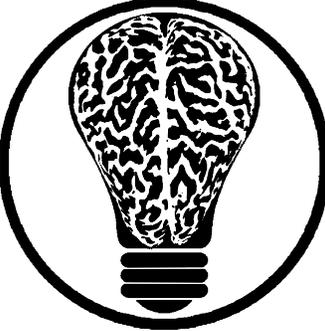
- You can exchange currency at the "Boten" in Lost Vegas (at least every day between 14:00 - 17:00)
- You can exchange medicines at the pharmacy in Lost Vegas (at least every day between 14:00 - 17:00)

### **Official IT...**

IT has only passed 2 months between FALLEN 2019 and 2022. In order not to always be "two years behind" in the future, we will pretend that both events took place in 2022. The IT time calculation continues to work as described in the rules: current year + 220 years, so it is the year **2242**.

There were heavy storms and nobody could go outside. With this design of the "con-interim" we want to integrate the difficult time of the last two years, the deprivation, the anticipation and finally the big reunion into the game to make a "real" reunion possible.

# LOST IDEAS



*"What's that been for two shitty months? First it says "Angel Falls," the old town can't be held....and everyone has some other crazy justification ready. The woodlice would have dug too many tunnels, the water would stay away ...or old Ed couldn't get the garbage problem under control. I have no idea what to believe. But everyone packed their things and couldn't get up and walk fast enough - but leave the best places in the new city to all the idiots!? Rather not!!*

*Once there, the dusters swept across the land again - like locusts, more than you've ever seen - turning over every goddamn stone and taking it with them. And when those plague-eaters were finally gone, the storms came. geezus! For weeks you couldn't see a hand in front of your face. Everyone hid to avoid being skeletonized alive by the sand and dirt. Only a few shots were heard in the distance...and screams...then nothing but the whistling of the wind for a long time. We built and built the new city, what else should we have done, locked up here. The last can of dog food went on it 3 days ago. Feels like an eternity that you've seen someone else. Everyone is starving, crazy from loneliness or half dead. Whoever didn't have enough on the high edge is screwed. You can see a little bit of blue sky through the little hole in the wall since yesterday... When those storms are finally over, we'll really inaugurate this goddamn "Lost Vegas"... The thought of a drop of Jim Boom in your throat never been so enticing...and I'd give my right thumb for a rude insult to the gas station attendant, even the disturbing Red Pact messages are kind of missing...and even the guy with the tentacles gets a high five if he turns up again dare to go to the city...shit, who would have thought that your ugly, contaminated face could be missed so much...you lousy Bad Land.*

## **...for the city and the badland**

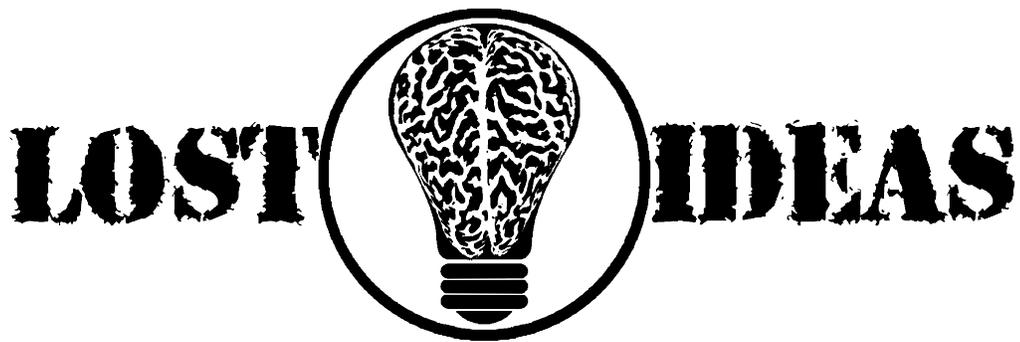
Townfolk and groupings around the town (located there IT) begin with a sliding IT after the SL speech in the town (on the stage). All city residents must be up and ready to play by 18:00 at the latest.

## **...for the GSC**

The GSC meet on the day of arrival at 17:00 in the PRIM hall. (former hotel, near Orgaplex).

## **...for all others**

...there will be an SL speech in the evening (around 19:00) at the IT gas station (in front of the wind turbine). There is enough space for you and your vehicles. Then we let you into the game with the trek (a column of vehicles and people). Invited are not only new players, nomads, traveling



characters but also everyone else who is now "crawling out of their holes" - because the trek ends this year near the new city "Lost Vegas"

### **A request from the city team**

Lost Vegas City Players and City SLs ask that non-city players do not enter the city before IT to give everyone a wow factor when the game starts. Thanks!

### **Parking and loading zone for Lost Vegas city players**

Those arriving are required to follow the signposted one-way street and unload quickly upon arrival. Please bring the car immediately to the city parking lot (alternative yellow parking lot). Lost Vegas parking space is limited and we want to minimize traffic congestion.

### **Daily plot-around meetings**

These meetings are for all Group Focal Points (or their deputies). It is mandatory for background and large groups. The game briefing takes place every game day at 11:00. in the "Black Room" at the Orgaplex. As described in the plot-around system, inquiries can be clarified and discussed there with us and the other groups. (Please be there 10 minutes earlier than later)

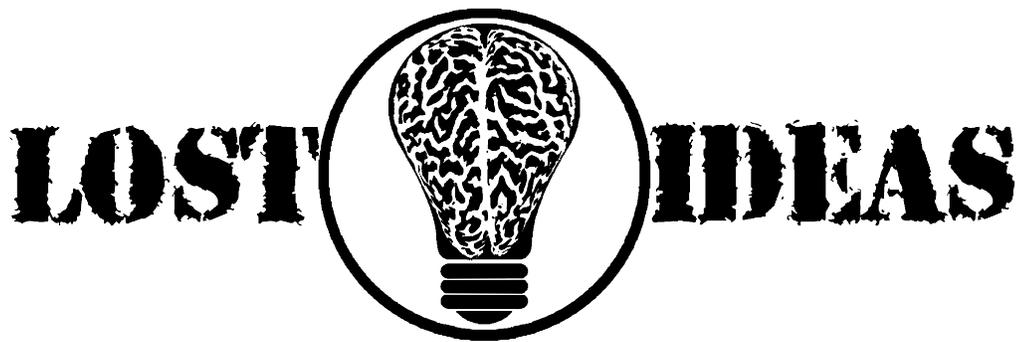
The local GSC team will provide information about the time and place of the GSC meetings.

### **End of Play**

- FALLEN is designed as a 24/7 intime LARP. Therefore, from the beginning of the event (Wednesday evening) to the end of the event (Saturday night), the whole game is played through.
- From midnight on the last day of the game, actions with IT consequences are no longer possible. Of course, the character/atmosphere game and actions agreed between people continue. From this point on, the game is NOT OT and should by no means simply be stopped. The last evening is NOT an OT party!
- There is no check-out! You simply take your IT money, IT medication, the RFID dongle and all other IT items home with you after the con and bring them back to the next game.

### **IT Character Death and New Character Login:**

Normally, according to the rules, your dead character checks out at the "last resort". Unfortunately, this game mechanic is not available this year because our responsible player group is unfortunately unable to play OT at short notice. If your character dies, you change your clothes and enter the game as a new character.



If you need help, ideas, or any other support with your character change, please come to the Orgaplex (don't forget the FFP2 mask).

### **Play area and OT/IT zones**

The playing area is delimited by red and white warning tape and/or red and white ground markings. Danger zones are also marked and cordoned off. Crossing or passing through such a warning notice is prohibited in any case.

Instances or special zones are separated from the free game zone by a black and yellow warning tape and are only entered with a SL. This is done for your own safety because we work with special effects in these areas, for example.

### **Open fire and pyrotechnics**

Cigarette butts **MUST** be picked up after being turned off and disposed of in a rubbish bin/water bucket, they **MUST NOT** be left lying around. All pyrotechnic articles (including year-round fireworks) and fireplaces are only permitted in accordance with the descriptions in the regulations. All flames (whether inside or outside) may only burn under supervision. This means, for example, in the event of an attack, any fire must be extinguished immediately in order to minimize the risk of injury and fire.

### **The car park**

The parking lot is for parking only and **NOT** a lounge area! The parking lot is not a refill station for IT goods and food of any kind. Please take everything you want to use in the game with you to the game area for the time-in. For the change to the second character, it is of course allowed to get clothes and equipment from the car.

In addition to the main car park, there will also be alternative car parks. If you arrive late, please inquire at the Orgaplex where the car can be parked.

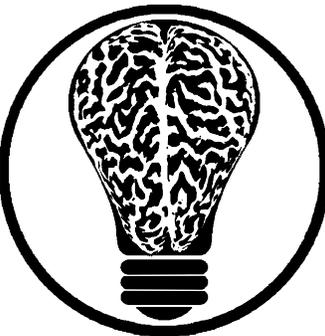
#### **Sanitary facilities**

There are fixed shower trolleys. Dixi toilets are set up at logistically sensible points in the car park and on the grounds. We ask you to leave all sanitary facilities clean and tidy and to use them with care. If there is a problem, let a SL or organization know! We will take care of it as soon as possible. We try to ensure this at all times, but to be on the safe side, please bring your own toilet paper and hand disinfectant.

### **Behavior on the premises**

- Components may be missing in the houses - caution is advised
- Access to the roofs is not permitted!

# LOST IDEAS



- You are responsible for your own safety anywhere on the site.
- The few doors and windows that are still functional must not be damaged
- If you damage a door or a window, please report this immediately to an SL or organization. There is insurance for such cases.
- Spraying or painting the site and the buildings on it is strictly prohibited without the individual approval of the SL or the organizers.
- Entering the 2nd floor is ALWAYS prohibited unless posted otherwise.

## Radio

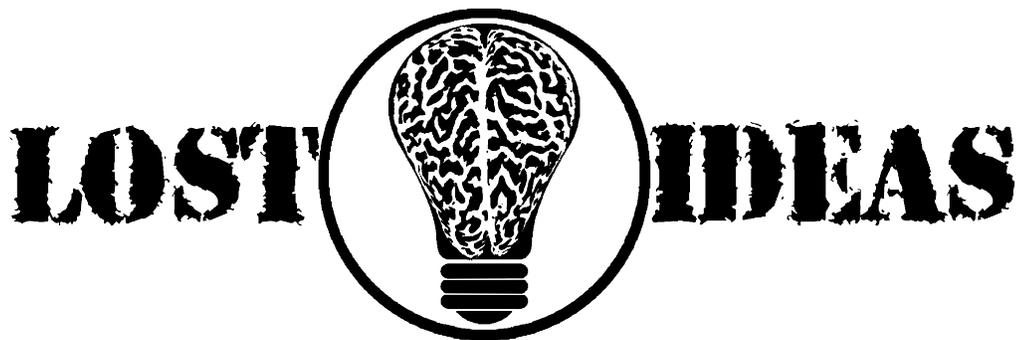
channel	Nutzung
channel 1 to 7 PMR	Free for all IT uses
channel 8 PMR	OT-emergency Do not listen in, only use in absolute OT emergencies! channel 8 is only for the OT help call, so it may only be used in real emergencies. The call for help via channel 8 must be acknowledged by the OT first responders! ALWAYS send one person to the Sanplex to help coordinate! You can also use this channel to send a short radio message if you want to report a fire, which will then be passed on to the organization.
From channel 9 PMR	Orgaradio – Do not use, do not listen.
channel 1-3 CB (FM)	Hear only, don't send. These channels are reserved for IT civil and government broadcasters.
channel 4-24 CB (FM)	Free for all IT uses

## First Responders / OT Injuries and “Stop” command

This year, due to the nationwide emergencies and our financial situation, only a small team of first aiders is available. We will prepare the SanPlex for emergencies and they will help you in emergencies. The sanplex will not be manned all the time, but there is continuous emergency radio readiness (via PMR 8).

You can speak to any SL to make an emergency call, report directly to the orgaplex or city plex, or use your own radio.

In an emergency, we will of course come into the field. Please remember: **Never call for a paramedic (german SANI / SANITÄTER) in the event of an intimate injury! Call IT for a "Medic" or "Doc".**



And as always: NO medication (not even a headache pill) will be given out.

### **In-game SL marking and OT requests**

Green glow sticks or lamps, as well as white, pink or blue signal vests are used/worn as SL markings. Green light IT can be completely ignored.

### **Responsiveness of the SL/Orga/Orgaplex**

The SL/Orga is housed in the building at the front of the parking lot. SLs and Orga members also sleep in this building during the day. For this reason we ask you for respect and an appropriate quiet behavior.

Nobody enters the Orgaplex without being asked to enter! At the entrance there is a bell with which you can call an SL or an organization. Please wait BEFORE the Orgaplex until a SL or Orga takes care of your request. There may be waiting times. We only ask you to "ring the storm bell" in emergencies.

#### **Responsiveness:**

Available during the day from 9:00 -23:00 at any time

At night from 23:00 - 09:00 only in emergencies!

### **Wind turbines**

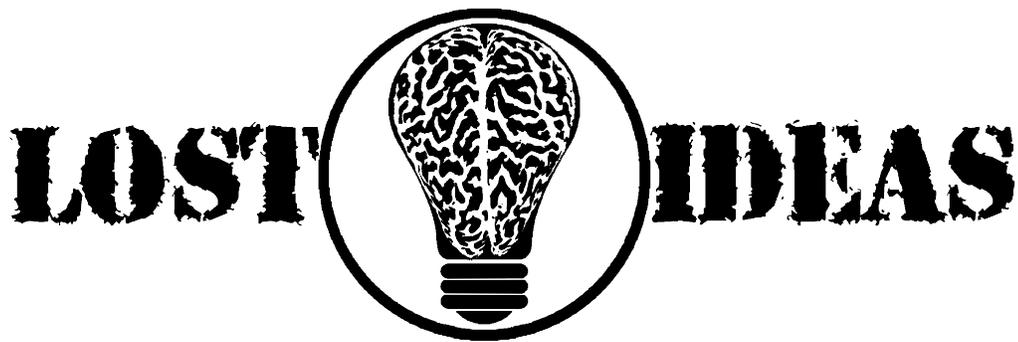
Staying within a radius of 10m around the wind turbine is prohibited. Access to the windmill entrances must be kept free.

### **Jigsaw plots**

Jigsaw plots offer the ability to bring into play Ambiance, Wanted, Mini-Plot threads, Information, Head Hunts, Trophies, Job Opportunities and much more. The content of the drawn instruction describes a circumstance that the character is in or whether he is looking for, missing, wanting, needing, needing or has lost something. Jigsaw plots always involve one or more people, objects or places. The counterpart to your jigsaw is either already in the game or is drawn by another participant. If you reject a jigsaw idea, you must bring the plot back! Because otherwise a jigsaw plot remains without a counterpart.

### **OT campsite & IT camping**

If you want to spend the night in a tent, you should get a tent that is suitable for the end of time. Camping in the playground is only permitted on concrete surfaces, meadows and other open spaces. NOT in wooded areas or densely overgrown terrain.



### **Electricity**

Generators must be registered, generator location must be safe and fireproof. A fire extinguisher must ALWAYS be available. There is no free electricity. Because we get our electricity from aggregates, we recommend bringing overvoltage protection with you for sensitive devices. Necessary electrical devices can only be connected after prior consultation with the responsible technical SL! Registration is via: [strom@lost-ideas.com](mailto:strom@lost-ideas.com).

- Electricity is exclusively for ambient lighting and agreed devices & purposes
- No devices may be plugged into a socket!
- All sockets are OT
- All lighting must be equipped with LED bulbs
- City player groups must bring at least 15 meters of Schuko cable to get electricity

### **Garbage and space decrease**

All camp sites, houses, streets, meadows and ditches must be completely freed from rubbish! (YES, that also applies to bon-bon papers and cigarette butts!) NOBODY leaves the site without a SL or organization having approved the storage area. Please bring enough rubbish bags with you to dispose of rubbish. There is a container in the parking lot for waste disposal.

### **Danger of forest fire!**

Mahlwinkel is wooded. Because of this, we come into contact with the consequences of forest fire levels. If you are a "settled" group, you must provide sufficient fire extinguishers, take safety precautions and provide buckets of water for cigarette butts. Please note: Cigarettes may NOT be disposed of on the ground, regardless of the forest fire level!

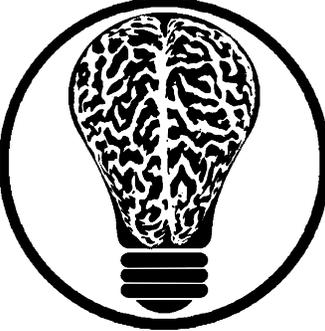
### **Behavior at forest fire level 3:**

- Access to wooded areas is restricted - increased caution when driving (hot exhaust)
- Fireplaces of any kind may not be used
- Candles and oil lamps may not be used OUTSIDE of buildings
- Grilling with charcoal (flying sparks!) is FORBIDDEN
- Cigarettes MUST be extinguished in buckets of water. Smoking is allowed ONLY on concrete surfaces or inside buildings
- Gasoline/diesel MUST be kept safe and out of reach

### **Behavior at forest fire level 4:**

- Vehicles may only drive and park on concrete roads

# LOST IDEAS



- Cigarettes MUST be extinguished in buckets of water. Smoking is allowed ONLY inside buildings
- Candles and oil lamps may not be used OUTSIDE of buildings
- Grilling and open fire is ABSOLUTELY FORBIDDEN. Any flying sparks must be avoided at all costs! Gas grills and gas cookers may be used INSIDE buildings with adequate ventilation. min. a fire extinguisher must be available
- Gasoline/diesel MUST be kept safe and out of reach

With all love for lots of turbulent and creative nonsense and craziness: this is where the fun stops! Those who do not follow these safety rules endanger not only themselves, but ALL participants, the LARP and airsoft area Mahlwinkel and the livelihoods of many people who live and work here. We will show absolutely no understanding or turn a blind eye should you take this lightly.

## **Arrival**

All events take place on the premises of the Panzer-Power tank driving school (former Russian army base) in Mahlwinkel, approx. 40 km from Magdeburg in Sachsen-Anhalt. You can find us in the GPS at the following address:

**Heerstr. 1  
39517 Mahlwinkel**

From Mahlwinkel, simply follow the "Panzer-Power" signposts. From the entrance to the forest, you will see the Lost Ideas signs with the "brain bulb"

We wish everyone a pleasant, funny, exciting, moving and fair FALL!  
Your Lost Ideas team

# LOST IDEAS

## **Our pro tips for you:**

Label your favorite gear, car keys and other valuables with your name/initial, photograph them and securely store the images before you set off. "Wanted calls" and identification can be designed/processed much faster and easier

Always have a pocket ashtray with you, so you don't have to put the cigarette butts in your pocket.

If you want to grill, get a gas grill! Charcoal grills are very dangerous and often ABSOLUTELY banned by a forest fire rating

It's better to take fewer trade goods with you into the game - you'll be amazed at how that inspires your game.

## **To Do Checklist**

- Read and understand the rules!

Read and understand our Corona rules: <https://www.fallen-larp.de/corona>

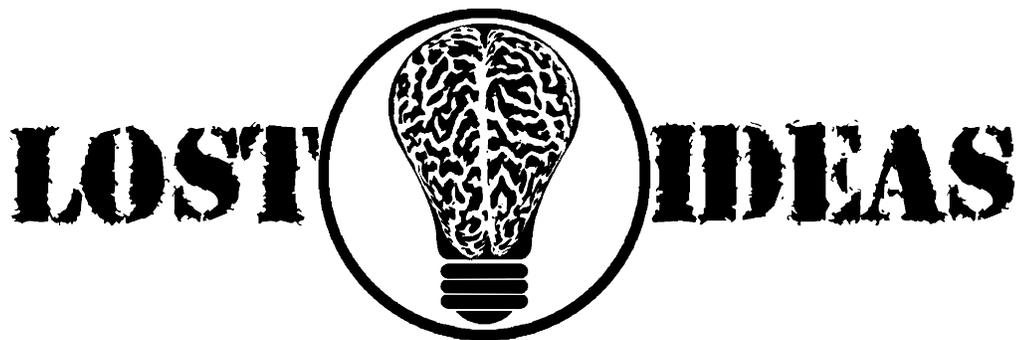
- Make sure you have a backup character/concept.
- You should ensure that you have valid liability insurance
- Bring a daily negative test to the site
- Rapid tests in case you get sick
- An emergency plan on how to get home if you test positive for Corona.

# LOST IDEAS

-----Cut me off and take me with you!!-----

## To bring checklist

- An FFP2 mask
- OT bag with identity card and health insurance card!!!
- Printed and already filled out parking permit (when arriving by car)
- any required OT medication, MOSQUITO and TICK defense
- OT money
- Your RFID dongle (unless you are a newbie)
- Sleeping clothes and a pad, possibly an IT-compatible tent
- Clothing, also rainproof!
- Weatherproof and ankle-protecting footwear, e.g. boots/hiking shoes
- An OT cloth (white t-shirt/cloth with a black "X" on the front and back)
- The right tool for every IT profession
- Utensils for wound display
- Cutlery/drinking cup
- The change of clothes/equipment for your second character
- A (small) flashlight
- Lots of fun and good mood, because everything works better that way



-----*For submission to the Börde test center*-----

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Coronatest-Zentrum Wolmirstedt, Rogätzer Straße 27, 39326 Wolmirstedt (next to „Getränkequelle)

## Bestätigung zur Teilnahme an einer Indoor-Veranstaltung

Hiermit bestätigen wir, die Villalobos & Groß-Bölting GbR, dass der Teilnehmer / die Teilnehmerin an einer Indoor-Veranstaltungen vom 29.08.2022 bis 04.09.2022 teilnimmt.

Die Teilnahme an der Indoor-Veranstaltung ist nur unter Nachweis eines negativen Coronaschnelltests möglich.

Wir bitten Sie unseren Teilnehmenden den Zugang zu einem Corona-Schnelltest für 3,- Euro zu ermöglichen.

Mit freundlichen Grüßen  
Villalobos & Groß-Bölting GbR