

LOST  IDEAS



★FALLEN RULEBOOK★

MODUL V – CITY GUIDE

– VISIONKEEPING OF AN END TIME CITY –



FALLEN - Bad Land

Rulebook 2022

Version 2.0

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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](mailto:fallen-gameteam@lost-ideas.com) so that we can take them into account for further development. All rights and content of the following set of rules are owned by the Lost Ideas interest group, which worked together on the realization of this end-time larp event. The community of interest is to be understood as meaning all those involved in the rules, the event and the PR.

# LOST IDEAS

Introduction.....	4
Self-Understanding.....	5
How do I become a "city dweller"? .....	5
City Logistics .....	5
City Overview .....	7
OT specifications.....	7
Fire pits.....	9
Closed hearths.....	9
Cooking Places.....	9
Escape and rescue routes.....	11
Platforms.....	11
Walls.....	12
Oil Windows.....	12
Storage of Materials.....	13
Disposal deposit.....	13
IT-Guidelines.....	13
24/7 IT.....	15
That's why we moved.....	15
Let live and let die.....	15
The Spice must flow.....	16
Radiation play.....	16
The Trading Company.....	16
Good neighbour.....	17
Ressources are not endless.....	17



## INTRODUCTION

*"You're asking me if I know Lost Vegas? Biggest Shithole in the Bad Lands? Where thousands seek their fortune and hundreds seek death. Nowhere else will you find so many people in one place as there. That makes it so easy to change your life, for better or for worse. That's why I advise you to get your things done and get out. Otherwise you fare like most people."*

Lost Vegas is the new city of the Bad Lands and thus finally the geographic heart of FALLEN. The aim and main task of the city is to create a dense atmosphere that makes the chasms of the end times visible and tangible. On the one hand poor lost souls fighting for every crumb and on the other hand hedonistic abundance - people who stuff their stomachs. Though injustice and harshness lurk around every corner, creativity, cunning and a touch of warmth, lust and hope also reside in the city. If there's anywhere to make it, it's here, in Lost Vegas.

The whole city should "burst" with the end time flavour and even if it's just a building, you should be able to get lost in the winding alleys and three-dimensional levels. Not only the "architecture" should invite you to marvel, ALL things are used as long as they still have a practical use. At every shop, establishment and market stall you'll be amazed that this city was created from literally nothing.

The building structures appear particularly vivid and alive when they can be walked on and viewed in. That is why we are pursuing the goal that every area of the city must be IT. Only the feeling of not sitting locked out in the gutters of the city in front of chic palisades, but wanting and being able to look inquisitively behind every door (should your wallet or your audacity allow it) makes the city dense, tangible and close to life.

The loud and wildly beating heart of FALLEN is a dynamic, annually changing, cold-blooded place with its heart in the right place. If you have money, you can get everything here. If you don't have one, you can change it here. Lost Vegas invites everyone to try their luck with a beautiful, cinematic, naughty and creative charm.

## SELF-IMAGE

Everyone involved in Lost Vegas wants - together with you - a city in the center of the FALLEN area. Everyone's game is very important to us, a highest degree of immersion, a dense, diverse game world, a real city in the middle of the the Badlands and game area. The regular exchange, the high demands on us itself, optics, superstructure and much more serves the common goal: More atmosphere for all! We want to promote good play together, maintain constructive and positive contact with the organizers and fellow players and be a central point of contact for enriching play in this, our common end-time world. Of course, this can also mean a lot of OT work, and in many places also costs and stress, but we know:

Lost Vegas is a unique project in the Larp scene. With all angles, corners, people and opportunities to be explored. So let's create the best possible Moloch we can dream of in our city and in our game. Come by, be there, play with us! In this module we will explain how this works!

## HOW DO I BECOME A "CITY DWELLER"?

Very simple: by submitting a city concept to the FALLEN city sub-team. In order to make the process as uncomplicated and simple as possible, we have created an online form for this: <https://cloud.lost-ideas.com/apps/forms/fnqKqrCcJx5QETq9>

Here all the necessary questions that we need to know about your concept are asked! You simply fill out the form and submit your concept. After submission, we will get back to you within a month to discuss your idea. We can say in advance: Bar concepts are no longer accepted.

## CITY LOGISTICS

A pulsating, bright and inviting city naturally also needs a basic logistical supply. Therefore, service water, toilets close to the city and rudimentary lighting are provided. While we illuminate dark and dangerous corners of the city and add nice touches here and there, we don't provide camp lighting. Fixed electricity is available for the lighting in your allocated room and, depending on the concept, additional electricity requirements can be requested. Otherwise, we recommend you to supply yourself with electricity as self-sufficiently as possible via rechargeable battery.

You can submit your logistics needs directly with your concept using the online form. Think about the use of logistical structures beforehand and try to state your wishes and needs in as much detail as possible.

The city subteam is exclusively for organization, coordination and communication responsible for the urban structure. Always direct plot-related inquiries to [plot@lost-ideas.com](mailto:plot@lost-ideas.com).

## CITY OVERVIEW

Lost Vegas is a dynamic, ever-changing, expanding city. Coordinating an anthill of adorable, motivated players and accommodating everyone's wishes and needs is very difficult when space is limited. So something can always change - even spontaneously. We have worked out a city map for you (which is only to be used OT!) to provide you with an overview and plannability. Despite the greatest care, our measurements may deviate and are therefore not guaranteed.



## OT SPECIFICATIONS

With all the end-time charm, of course, safety must not be neglected! This is our top priority. It is a matter of course and our common duty to comply with safety precautions of all kinds independently, conscientiously and far-sightedly.

Do NOT drill into the ceiling/roof! No, not even a little and not even a small hole either! An "oops" can quickly become quite expensive.

## FIREPLACES

It is important to avoid a fire in the city at all costs. That's why open fire is forbidden in the City in general!

This also includes:

- Fire show, spit fire
- Pyro and Firecrackers
- Smoke grenades of all kinds
- Fireplaces
- Fire barrels
- etc.

## CLOSED FIREPLACES

Closed fireplaces must be registered with the organization in advance.

Minimum requirements:

- the fireplace is on a non-combustible surface
- the area in front of the service flap consists of non-combustible material.(at least 1sqm).
- the chimney is routed at least 1m over the edge of the roof.
- Stovepipes mustn't be close to vegetation.
- A clearly visible and accessible fire extinguisher must be in the immediate vicinity of every fireplace. Fire extinguishers need to have a capacity of at least 6 kg/L and a valid test seal. The extinguishing agent must be adapted to the fire hazard (e.g. a grease fire extinguisher (german: Fettbrandlöscher) for cooking places). Please note that powder extinguishers (german: Pulverfeuerlöscher) are the most unsuitable extinguishing agent in closed rooms and can cause major damage, especially in electronics.
- The fireplace is in the responsibility of the group/person running it.
- a carbon monoxide meter is installed in the room.

## HOTPLATES / COOKING PLACES

It is possible to use cooking appliances to prepare food. For this you can set up a cooking area IN the city. This can be operated under the following conditions:

- A grease fire extinguisher (Fettbrandlöscher) with a content of at least 6 kg/l and a valid test seal that is easily visible and accessible must be available for use in the immediate vicinity of each cooking area. The extinguishing agent must be adapted to the fire hazard (e.g. a grease fire extinguisher for cooking areas). Please note that powder extinguishers (Pulverfeuerlöscher) are the most unsuitable extinguishing agent in closed rooms and can cause major damage, especially in electronics.
- The fireplace is in the responsibility of the group/person running it.
- a carbon monoxide meter is installed in the room.
- All cooking areas must be operated on a stable and fireproof surface and monitored at all times.
- The cooking area must be inaccessible to unauthorized persons after use (and cooling down!) (lock it, put it away, etc.)

## **GAS GRILLS**

Gas grills are permitted outside of the city. The following conditions apply:

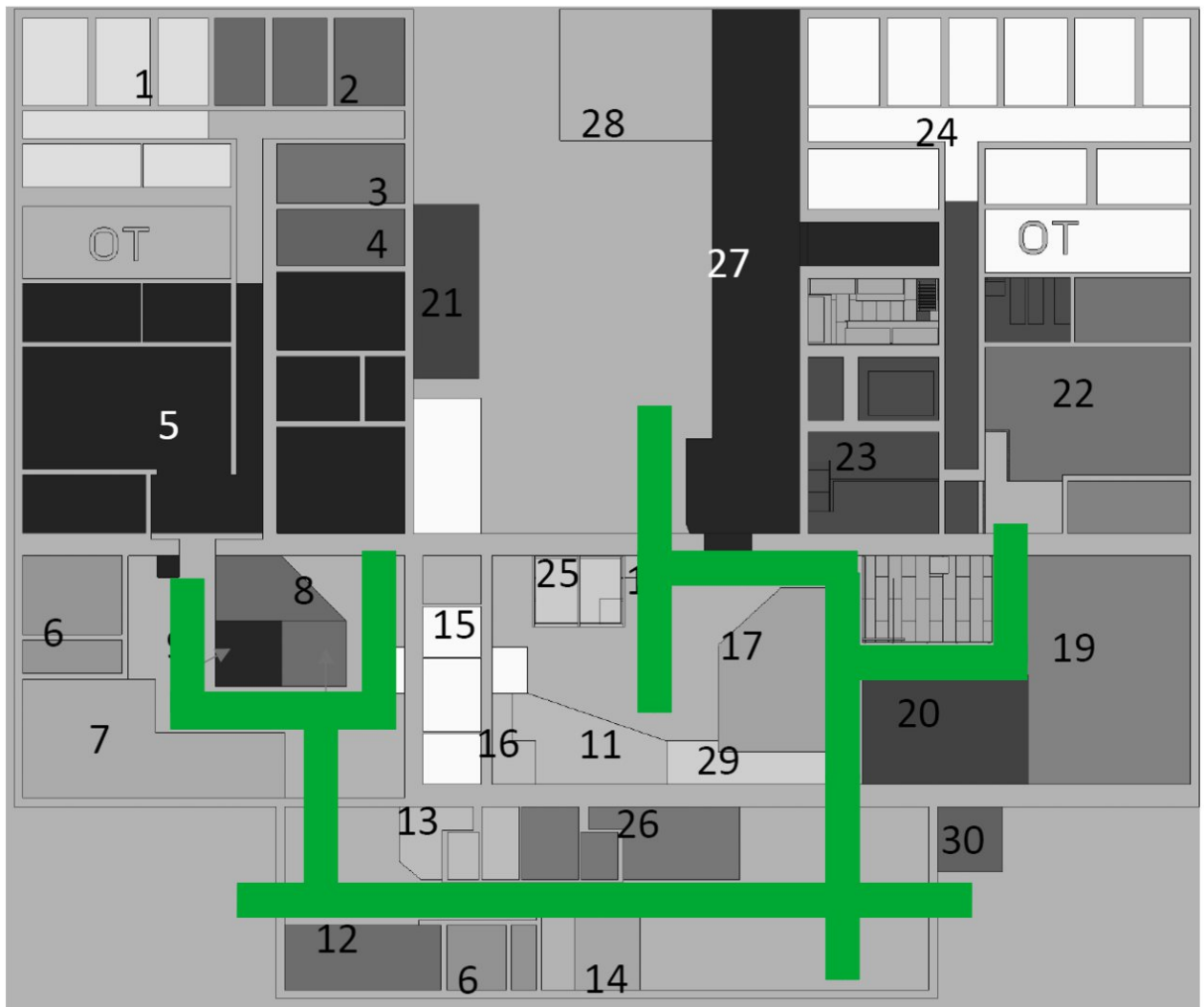
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- The group/person operating this cooking area is responsible for it.
- Only EU standardized gas connections and accessories that have been tested in accordance with european laws and standards may be used
- The grill must be in good technical condition
- far from tree branches, bushes, dry wood
- The cooking area must be inaccessible to unauthorized persons after use (and cooling down!) (lock it, put it away, etc.)
- All cooking areas must be operated on a stable and fireproof surface and monitored at all times.

If, due to your game concept, you use a "larger" cooking area and use it as a backdrop, integrate it permanently into your shop, this must be discussed with your city team.



## ESCAPE AND EMERGENCY ROUTES

Minimum width for an escape route within this building is 1.6m with a minimum height of 2m. Escape routes are marked green in the image below. The sketch is NOT the current escape and rescue plan but is for information only. The current escape and rescue plans hang out in the building.



## PLATFORMS

All platforms or 2nd levels must be reported to the organization at [info@lost-ideas.com](mailto:info@lost-ideas.com)

For this you need the following:

- Technical drawing with all dimensions (do not forget the connections)
- Material list
- Intended use

Each construction must be planned self-supporting.

You can get support in planning a superstructure or 2nd level from the community.

## WALLS

When building walls for your group spaces, remember that they are strong and must always withstand infights, crowds, and people playing! They also have to be interesting from the outside. In the best case, and one that we want, you let unbreakable windows into your walls, small windows too, so that you can take part in the life of the city without getting direct access. In this way we achieve a lively and diverse city without always having to make direct contact with players. Walls may also be crooked and sloping, with small niches in which there is a shrine, maybe there is a secret hiding place, a dead mailbox or a huge billboard - just don't be boring and dead. Let your creativity run free.

## OIL WINDOW

Many of you like to bring the window inserts for russian crew tents to build with, because they are mostly free and are being phased out everywhere. (Green frame, light brown pane)



**Under no circumstances may these windows be installed!**

The disk is made of pressed oil, highly flammable and difficult to extinguish. If you have already installed them, you have to dismantle them again or we will do it for you.

## STORAGE OF MATERIALS

If your group wants to store "things" in the city between events, the following guidelines apply:

- Under NO circumstances should food or drinks be stored! (no, no cans either)
- All group spaces must be "swept clean" after the event
- Each group may store 3 large Samla plastic boxes from Ikea 65 L at the organization. (These must be brought by the groups)
- Apart from these boxes, no other trading goods and/or decoration may be stored in your stands.

Accordingly, your stand itself must be empty, open and accessible after the event.

If 3 boxes are not enough for you, please get in touch with us. We can definitely find a solution.

## DISPOSAL DEPOSIT

Unfortunately, it has often happened in the past that groups have broken up and no one has taken responsibility for superstructures, furniture, stored objects, etc., so that we as the organization have been left with the disposal costs. This is not only expensive in the disposal, i.e. the waste costs, but the disposal costs a lot of time and energy of orga people. To counteract this, a disposal deposit of 5€/sqm (additional levels double the deposit) is due for all players in the city. A refund will be made if the group space has been completely dismantled and swept clean by the organizers. So the original state of the group space was restored. This also includes removing ALL the screws and dowels and sealing the holes in the floor. If you find "subsequent tenants" for your setup, that's no problem. Simply register the move with the organizers, then you will get your deposit back and the new party will take responsibility. If the organizers are forced to dismantle structures themselves, we reserve the right to withhold the deposit.

We would also like a less bureaucratic solution, but clearing Angel Falls has been so expensive and time consuming for people that we can't afford to do it a second time.

## IT-POLICIES

These guidelines are intended to simplify your IT handling of the circumstances. Between 2019 and 2022 the old town of Angel Falls has moved. Because the worldwide corona pandemic made LARPing in Germany almost impossible, an information vacuum occurred, about the reason for the move, the nature of the new city and everything around it. The IT guidelines should contribute to a common, coherent cityscape and we expressly ask you to stick to them.

## IT 24/7

The entire playing area, with all areas, is IT from the start of the game. The same applies to the city. There are no OT areas apart from the OT pockets of the players and areas marked separately from the organization.

## THAT'S WHY WE MOVED IT

*Attention, this paragraph is particularly interesting for the 2022 season, but will also serve as a source of information for later years*

From Angel Falls to Lost Vegas. Why?

The one burning question that interests many. Why would the character go through all that terrifying effort just to move 500m further? How do we deal with IT? What about the "previous tenants" of the building and are we still using the same bad land? The following IT rumors are making the rounds in Bad Land:

- Due to the increased decay of the old town building, people were forced to leave "Angel Falls".
- Rumors that the radiation level is greatly increased have never been completely dispelled.
- In addition, there seems to have been an unusually high level of mob activity around various waste from the Schlotze and the pizza baker, which has driven the expenses for the Men at Arms to unacceptable heights
- Various tunneling projects by the isopods, which have tried with all their might to find another access to their main bunker, have made the city's foundations unstable

Important facts about the move:

- We also play IT on the same bad lands and have moved only 500 meters further (that was decided by the players in a FALLEN survey)
- The area around the "old town" is NOT radiated

As you can see there are many IT reasons why we have moved and who can be blamed. Bottom line, you can carve the justification together as you want. In the end every rumor contains its own truth and if you only left because you didn't want to be the last in the old city.



## **LET LIVE AND LET DIE**

The city consists of many individual groups and people who all have their own interests and goals - and these often conflict with each other. Intrigues about power and money are the order of the day in the city, here and there the situation escalates when a "pawn has to be taken off the board". However, open wars in the city are rare. Because war is bad for business, expensive and nothing keeps customers away like a gunfight in the entertainment district. Because the participants in Fallen will often enough cause clashes, we expressly ask the city players not to constantly cause armed conflicts of their own accord. Not that we want to forbid you, but perhaps your warlike activities and feuds are better off in the Bad Lands

## **LET THE BULLETS FLOW**

With a character in town, your potential income is high. Very high. That's why we would like to urge you to spend the money you earn again. We are playing an economic cycle here. No economic one-way street.

You can do this in the form of work, orders or miniplots - if you don't know what to do with the coal: entrust it to your Economic SL

## **PLAY OF RAYS**

City characters are very concerned that they have a "clean" city and that no irradiated subjects pollute their homes. Because of this, the tolerance towards people who have a red or even black radiation level is not particularly high. Of course, the right amount of bullets can change attitude here, and if it's someone in your own group, you'll do a lot to remove that stigma. But in general you make sure you only have clean, healthy customers - yellow or green. That is why people in the city are regularly checked for radiation. If this happens with with an admission control, patrol or in the shops themselves is not fixed yet.

## **THE TRADING COMPANY**

The Trading Company is the NPC group we use to keep the economy and radiation game going. We make them non-political and try not to involve them in prevailing conflicts. The TC is the protective hand over the city, washing up medicine, money and trade. We did not create it to make city life more difficult, but to pack all OT game mechanics in a meaningful IT way.

The Trading Company cares a lot about the city and its residents and creators. It fights at your side and listens to you - that's why we ask for a meaningful game with the powerful Trading Company and are happy if the long-established "revolution against the game system" plot doesn't get the upper hand. Of course, the Trading Company sometimes lets its ugly face hang out, but it only does so to observe basic rules. You can always talk to the Game Team about the dynamics with the TC and much more important: become a part yourself!

## **GOOD NEIGHBOUR**

The IT security of the city is mainly maintained by the residents themselves. In the face of major external threats, we stick together. In any case, one would like to retain autonomy in relation to external influences.

## **RESOURCES ARE NOT ENDLESS**

Players playing in the city have the opportunity to store and hoard "everything" in "unlimited" quantities in their group areas. Even if you add an important contribution to the game world with your offers, we would like to encourage you to always remember that we want to play in a world of scarcity. Yes, toilet paper and pasta just run out. But come back in. Build small plots through which you will be supplied or give other participants the chance to provide you with the necessary materials.