

# SUNFALL

## NUCLEAR WINTER

31. OCTOBER - 03. NOVEMBER 2019



Wonder Studio

EUROPEAN  
LARP  
FEDERATION



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*This year Logistics team is packed with experienced organizers from events in Denmark and EU. They hope to make your experience run smoothly and are ready to help, should you have an questions .*

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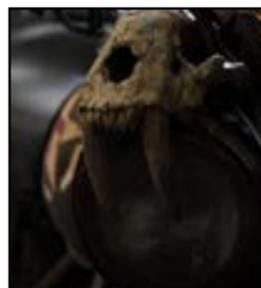


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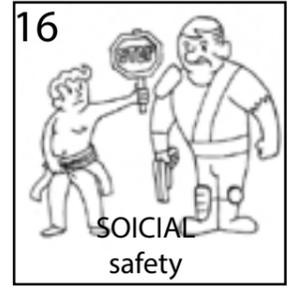


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## THE SUNFALL EXPERIENCE

Sunfall is and has always been many different things to many different people. This can make it hard for players, and potential new players, to know exactly what to expect from the scenarios, but this flexibility and adaptability is also what makes Sunfall great. Examples of what players can expect to bring to Sunfall are:

- Bringing vengeance for a long-lost relative to some foe, real or imagined.
- Simple survival, getting through the day alive.
- Improving your lot in the wasteland by any means available to your character, be they brute strength, political cunning, economic strength or bargaining skills.
- Interacting with outlandish and dangerous characters, playing out relations and interactions in an environment that is completely different from our day to day life.

One of the important tasks the game design group set itself, was looking into what kinds of experiences people wanted to take from Sunfall, and what they in turn wanted to bring to the game. Obviously, with several hundred players, not everyone will want the same.



## POST-APOCALYPTIC SHARED SETTLEMENT

*In the end, we defined the experience as a "Post-Apocalyptic Shared Settlement Simulator".*

*But what does that mean?*

The Post-Apocalyptic part is perhaps the easiest to define. Sunfall takes place in the autumn of mankind's time here on earth. And while it is definitely our planet, some things are not the same in this apocalyptic world. For one thing, mutants may be found in the wastelands. Raiders trouble the unwary or weak. Radiation sickness is an ever present threat. These changes and others, require our players to modify their normal behaviour, to immerse themselves in the scenario.

Keep in mind during play, that our world and the experiences in it are Shared among all participating players. The rules are set up as a framework to ensure that at the most basic levels, the gameplay should feel tense, dangerous, but not physically unsafe.

Of course, as stated in the rules, player groups can give consent between themselves to disregard some of the safety rules, when working out play between those two (or more) groups. As an example, two groups may agree before play begins, that anything that can be physically from the camp of either group, may be stolen. As long as both groups are explicitly fine with this, the play is within the framework of the rules. When dealing with other groups, the players will still need to abide by the standard ruleset.

One player's game experience should not ruin another player's game experience. Because inside Sunfall's tough-as-nails business-folk, backyard bullies and dastardly desperados, are our players. So while not all relations may go as you had planned, no relation should make you want to pack up your gear and go home.

If you find yourself being frustrated or cornered off-game during play, you can always use the safe word, OFFGAME, to stop play and deal with the situation out of character.

The final part of the concept, Settlement Simulator, is partly enforced by the physical framework of the scenario, and partly by the type of experience we are looking to share with you. While some big screen movies have used high octane car chases as a foundation, we want to dial down the speed and dial up the player interactions. Politicians, gangs, business owners, gang members, shady societies and beauty parlor owners are all part of what makes Sunfall one of the most varied LARP experiences in Denmark. So let's dive into this fantastic universe together and try to survive until tomorrow!



## RADIATION, MUTATION AND YOU

WHAT LEVELS OF RADIATION WILL TURN YOU INTO  
A MUTANT?  
HOW DO YOU STOP THAT FROM HAPPENING?  
WHO CAN HEAL ME?

ALL THESE THINGS AND MORE ARE CONTAINED IN  
THIS DOCUMENT.

Read these rules if  
*All players should read these rules and be familiar with  
the concepts. Your life depends on it.*

[GO TO  
RADIATION RULES](#)



## COMBAT RULES

THESE RULES CONTAIN ALL THE RULES YOU NEED,  
IF YOU WANT TO ENGAGE IN COMBAT WITH YOUR  
FELLOW WASTELANDERS, WHAT MIGHT HAPPEN  
TO YOU IF YOU'RE WOUNDED,

HOW TO ACT OUT HITS, AS WELL AS SPECIAL  
WEAPON AND ARMOR RULES.

Read these rules if  
*You expect (or fear) that you might end up in a combat  
situation during the game.*

[GO TO  
COMBAT RULES](#)



## Economic System

SUNFALL HAS IT'S OWN ECONOMIC SYSTEM, INCLUDING A SEPARATE IN-GAME CURRENCY.

FOR ALL THE BASIC INFO ON THIS SYSTEM, READ THROUGH THIS DOCUMENT.

*Read these rules if  
You want to know how to make a living in Sunfall*

[GO TO  
ECONOMIC RULES](#)



## POWER STRUCTURE

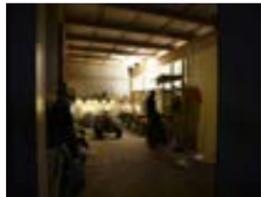
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*Read these rules if  
You expect (or fear) that you might end up in a combat situation during the game.*

[GO TO  
POWER STRUCTURE RULES](#)

# WONDERLAND



Our location is an old chemical weapons factory on Lolland with old factory buildings and warehouses, where the game will play out.

You can check pictures and video of the location [here](#)

## Address

[Mejerivej 5, 4892 Kettinge – Denmark, Lolland.](#)

## Wet and cold country

We are in Denmark and our summers are notoriously fickle with the weather. So bring in-game options to protect yourself from the rain.

## When

The 31st of October, from 09:00 – 3rd of November till 16:00.

The game starts on the 31st of October from 18:00 sharp.

So make sure your camp and gear are ready.

You may arrive on location from 30th of October from 10:00.

## Age of Players

Sunfall has an age restriction of 18. If your group has players under the age of 18, they need a written permission from an acting guardian (parent or other).

## Tickets

Participant ticket	Participant ticket	Single day ticket
499 DKK The cheepets participant ticket.	A ticket for the full Sunfall experience and there's only 25 of these tickets.	This ticket is only for one day at Sunfall.
<b>499 DKK</b>	<b>599 DKK</b>	<b>200 DKK</b>

[GET YOUR TICKET HERE](#)

# CAMPS

## Camps

Camps are places, where participants live during the event. Please build your camp so you also can have other participants visiting it in-game.

## Selling stuff for real money

If you want to sell services or products for real off-game money from your in-game store, you need to make an agreement on the terms, with the organizers. It's not allowed to sell or distribute alcohol or food in any form during the event, without having an agreement with the organizers beforehand.

## Electricity

If you really need electricity for your camp, then please write us an email at [info@sunfall-larp.com](mailto:info@sunfall-larp.com) and explain what it is for. We advise you to bring battery powered lights and batteries.

## In-game and off-game sleeping

Mainly we encourage players to sleep in hall 1, because it will be heated and warm.

It is possible to sleep elsewhere on the game area though.

When sleeping in-game, please build your sleeping quarters as transformable as possible and hide away your modern sleeping gear every morning, so your camp is completely in-game.

It will be cold but you can sleep in the off-game sleeping area, you will need to bring a tent that only fills out a spot of 3x3 and book a spot there with your friends.

<https://fritid.dk/event/594030>

Select the "Off-game tent area" ticket and complete the signup process.

## Booking a camp area

At Sunfall all groups (even if you are only one person in your group) have to book their areas.

For this purpose, there will be an overview map of what can be booked. From there, the group proceeds to the booking form and signs up.

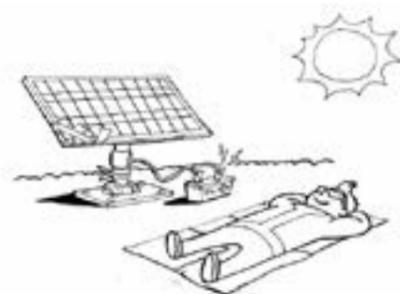
Each group has 3x3 meters of space pr. 3 participants.

If you have special needs because of a shop or the like, please contact us at [info@sunfall-larp.com](mailto:info@sunfall-larp.com) to make an agreement on this.

If you haven't booked an area, we will assign one to you at our preference.

## Deposit

The camp deposit is 67 Euro (500 DKK) that secure the cleanup and trash sorting will be done properly by every team. These will be paid back after the event.



[Click here to BOOK your camp](#)

# BUILD A CAMP

## Building Materials

Here is a list of the approved materials that can be used for building and decorations in the hall. This does not exclude other materials but is a list of materials that are pre-approved.

- 13 mm plasterboard
- 9 mm MK approved pressure fire-proof plywood
- 22 mm plated rough sawn or planed boards
- 9 mm Particleboard
- 9 mm fibreboard
- 9 mm plywood
- 15 mm plated rough, saw cut or planed boards
- 9 mm plasterboard
- 6 mm MK approved pressure fireproof plywood
- 9 mm composite, pressure fire-impregnated rough, saw-cut or planed boards

For a thorough explanation of the materials download our guide here:

[Material list](#)



# FACILITIES

## Info-desk

The info-desk will be located in-game as a sales shop. Here you can always find a member of the crew who can help you with questions, suggestions and concerns.



## The bar area

There will be bars present at Sunfall, exciting places to explore and have chill drinks.

The bars are part of the game and we want to see play at them. The bars themselves also put effort into making the experience in-game.

Please support our bar and food stall, because it makes it a lot easier to make a more awesome location at Wonderland for future events.

## The food stall

There will be a food truck where you can buy sandwiches, toast, hotdogs, fries and some snacks.

Price ranges in 10-60 DKK.



## Grill AND Kitchen AREA

There will be an area where you can grill your own food, so please bring your own grill.

There will also be a place where you can cook your food and clean your kitchen accessories.

You need to bring everything besides the water.

We provide induction heating plates, so you need to bring pots and pans that can be used on them.

## TOILETS

There are "REAL" toilets and pissoirs at the location. They will be dirty sometimes, but we will do our best to get them cleaned as often as possible.

Please contact the info-desk if you run into any issues.



# SAFETY AND SECURITY

Our event takes the security and safety of our participants seriously, so please respect our security and safety personnel and our rules.

They are there for a reason and your safety.

## Here are some safety rules

- All camps above 30m3 needs to have two exits.
- No blocking of the fire roads in the event area.
- Only use the materials for camps from the building materials list.
- No usage of gas and fire inside the buildings.
- No usage of fireworks or pyrotechnics of any kind.
- Don't bring any real weapons (ex. crossbows, slingshots or pepper spray)
- Never leave fires or hot plates unattended.

## Goodnight time

The game area is open 24/7, off game area outside for tents is for sleeping only.

Keeping the area clean

As players, you are responsible to remove everything you bring to from the location again.

If you buy something in-game, this also becomes your responsibility to make sure it leaves the location when Sunfall is over.

## Insurance

We point out that you are not covered by any insurance at the event, by Sunfall.

Please check that you have accident insurance that is covering 24/7.

For the locations insurance, we need all participants, volunteers and organizers to be members of the Bifrost community. So upon arrival, you will need to fill out a form and after the event, you can cancel the membership if you want via [info@sunfall-larp.com](mailto:info@sunfall-larp.com)



# SOCIAL SAFETY



## Social safety

At Sunfall social safety is a key component when we organize events.

## Great participation

The great participation is our goal to create a standart way of thinking social safety at events.

## Code of conduct

Our code of conduct is tWe endorse a fun game environment, even in a apocalyptic disaster world.

Read it [here](#)

## Safety hosts

Our safety hosts are present at the event to ensure your safety.

## Safety mail

The safety mail is your opportunity to write us before, during the or after the event.

Our social safety email is: [socialsafety@sunfall-larp.com](mailto:socialsafety@sunfall-larp.com)

# CLEANUP

The event is going to generate a huge amount of garbage, and everybody will help get rid of it when we're done.

NOTE: It is your own responsibility to remove any trash, materials or loot you bring along – these items do not go in the dedicated Sunfall trash containers so you'll need to take them with you when you leave.

Should you need to leave the event early you must notify us, so we can plan accordingly. Players are expected to contribute tearing Sunfall down on the cleanup day and help sort the trash.

we ONLY accept THE FOLLOWING Five kinds of trash in SORTED transperant plastic bags

ORGANIC	Cardboard	METAL GARBAGE	PlastIC bottles	Glass BOTTLES
There will be containers for organic garbage. And organic garbage only!	There will be containers for cardboard material from your food.	We are only accepting metal from food, beer and sodas.	We are only accepting metal from food, beer and sodas.	We are only accepting class from food, beer and sodas.

REMEMBER TO TAKE YOUR MATERIALS AND GEAR HOME AGAIN. Contact our info-desk for transperant garbage bags.

Not sorting your trash correclly will forfit your camp deposit.



# AFTERPARTY



There will be an after-party Saturday. It's gonna be epic fun! But to make sure, that we all have fun it's important that you all help to make it a great party.

Be drunk, be happy, but don't get wasted – and remember we're all cleaning up on Sunday.

The event bar will be cheap and the sales goes directly to Wonderland and an making it the most awesome location for future events.

# CONTACT



Before the 30th of October, you can mail us at [Info@sunfall-larp.com](mailto:Info@sunfall-larp.com) and for game related question [game@sunfall-larp.com](mailto:game@sunfall-larp.com)

After this date, you can visit our info-desk or call us on +45 92905151 where one from the organizer team will help you.

*We reserve the right to changes and typos.*