TRINITY FALLS

Welcome to the Future

The world is ending.

The signs had been there for years. At first, only the hyper-paranoid and conspiracy theorists could see the patterns forming, and - like all prophets - they were dismissed and belittled. Fringe theory scientists and obscenely rich corporate think-tanks were next to follow, and by the time the government, the everyman, the world as a whole began paying attention, it was far too late.

It started small: disappearances, visions, sudden deaths with no discernible cause. The incidents grew in both size and strangeness: people with no history of violence committing mass murders; plants growing at an extraordinary rate in one field while in the next all life withered and died; inexplicable earthquakes shaking the globe; a town frozen in time. Eventually, no one could deny that events were building to a climax, and all estimations suggested that it would be catastrophic.

People began to build shelters, to make preparations for the date when things would fall entirely to chaos. In the five years before the Event, before what will come to be known as When The Walls Fell, many people fled to the safety of government or corporate buildings, desperately hoping to survive.

Many made it. Many didn't.

You are different.

KAIROS TECHNOLOGIES

Kairos Technologies was offering something different - a new, untested but unique technology that claimed to offer not only the best chance to survive the coming apocalypse, but to skip the worst of the grim years that would inevitably follow in its aftermath: Cryo-Stasis. The facility known as Trinity Falls was risky, experimental - but perhaps your best hope.

Somehow, you secured your place - through money, contacts or one of their lucky lotteries. You descended into the Cryo-Chambers and followed the routine instructions, stepping into your pod and wondering if you would ever again emerge from that darkness.

Our game, Trinity Falls, begins the moment you awake.

Out of Character Information

Setting

Trinity Falls is a post-apocalyptic LARP focused around a small community of people who survived the end of the world via the use of an untested and experimental form of Stasis Technology. It takes inspiration from a variety of sources, including Fringe, the Fallout games, and Cthulhoid horror. It is a game of exploration, discovery, and - above all - survival.

The world the players inhabited before play is an alternative near-future, with technology and politics similar to our own. Obviously, the steadily approaching apocalypse had a few side effects, full details of which we would release in a countdown detailing the six years before the Day the Walls Fell. Players are free to have gone into stasis at any point during a five year period, and to have obtained said place in a number of different ways.

Were they among the first, the super-rich who saw the signs and chose to buy their chance at survival? Did they win their place as a prize on a quiz show or lottery? Did they hand over goods or services for the opportunity when the apocalypse was truly close and global financial markets started to crash? Or did they simply make it in the nick of time, find that there were still spaces and join those present before the doors were shut, abandoning those outside to their fate?

We hope to cater to characters from pretty much any background and type, with a grounding in our timeline and media references to lead them into the world as it now is, made anew.

Format

The game is designed to fit in the space left behind by VIP, following a very similar format with three ways to access and interact with plot: Downtimes, Councils, and Field Ops. It would run every fortnight for approximately 3 hours with a mix of Councils and Field Ops each term, with downtimes set between.

Our hope is to create a game that is heavily player-driven, with meaningful choices and a focus on roleplay in character progression. We want to build a consistent world with a wide cast of NPCs who can help or hinder the characters as they grow, and give the players the tools to explore the world and the plot in the order and pace that they want. Players should be able to choose the sort of areas their Field Ops will cover, as well as being on the receiving end of ref-thrown plot.

In practical terms, much of the game would consist of players creating their safe haven and choosing what interests to pursue. The first game session will be set with the players awakening from their stasis, so most of the status quo of the new world will be found out in play.

Running under the banner of The Abandoned Story, the full ref team is Lucie Elliott, Laura Wood, Craig Slee and Cath Stinton

Coming Soon...

Over the next few months, we will be releasing a mix of IC and OOC information, from a much more comprehensive setting brief to the pamphlets you will have been given as a participant of Trinity Falls, releasing every other week on Mondays.

Documents you can look forward to include:

- **Recent History: The events leading up to the Day the Walls Fell**
- **Kairos Technologies: A History**
- **A Guide to the Trinity Falls Facility**
- **System Documents: Abilities, Skills, and Making a Character**

Once we've finished our setting and system briefs, we'll do a series of Q&As for potential players.

We hope to see you all soon.