



MACHT ES UNGESCHEHEN!

DROWNED HOPES - SOLUTION

End of Story

The changes you have made to the past take effect simultaneously after your last jump. You hope you were able to undo the death you were trying to prevent.

After 6 Story Cards are turned over, add up the points of the Fate Cards you turned over. Check here to see how well you changed the threads of fate.

Less than 0 points: Oh no, you made things worse and the death even more likely.

0-2 points: You were on the right track but sadly unable to prevent the death.

3-4 points: You were close but fate was relentless.

5 points: Congratulations! You actually managed to prevent this death!

6 points: You deciphered the story and prevented the death with ease.

7 or more points: Incredible! You have not only mastered the threads of fate to prevent the person's death, you made his life better as well.

Do you want to know how the story went originally?

Were you unable to prevent the death and want to try again?

We recommend you don't start your next try right away. Instead, give fate (and your memory) a break and let some time pass.

What truly happened

The discovery of America leads us to the Colonial Age. A ship named Santa Clara, filled to the brim with treasure, is attacked by pirates and sinks before most of the riches can be plundered. Years later the young assistant Peter, who has had romantic notions of pirates and their treasures since childhood, tries to convince his boss John Milovic to search for the wreck. But John claims that Peter's theories for finding the wreck are "dreamy nonsense".

One day Peter steals a valuable piece of recovered antique jewelry to impress his girlfriend. When his mentor, John, finds out he reports Peter to the police so that he can search for the treasure site on his own.

The report leads to a hefty penalty and puts an end to Peter's scientific career.

Peter wants revenge. When he discovers that John is using his theory to find the shipwreck site, he decides to protect "his" treasure from his rival. When Peter dives into the wreck, he encounters his former boss and cuts the tubes of his air supply.

This causes John to drown. In the following years Peter is plagued by guilt and fears to make his discovery public. He starts drinking and one day, thoroughly inebriated, he comes to a fatal decision: He decides to steal a boat to get rid of the treasure like a pirate would, by burying it on an uninhabited island. When he wakes up sober, he finds himself without water, a broken radio set and a destroyed boat stranded on a reef. Days later, without hope of rescue and close to dying of thirst, he commits suicide.

Are you curious which decisions were especially important?

Especially important decisions were:

1A: If Captain Boyes had shot the defiant pirate the Santa Clara would not have been attacked. The ship would not have sunk and they would have arrived with the treasure in Spain.

6B: If the bartender had spoken to Peter, he would have been glad for a conversation partner and would not have gone down the road to ruin.

7C: If Gregor had stayed on the boat, Peter would not have been able to steal his boat.

CREDITS

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