

UNDO

WEAVING FATE ANEW

DROWNED HOPES - EXAMPLE ROUND OF PLAY

With this sample round of play we would like to give you an idea of how a game of UNDO takes place. First, Anna, Klara, and Tim take their time to develop different theories based on the clues from the cards. They weigh their options carefully and then together; they decide on how to proceed.

8
Circumstances
of Death
SOMEWHERE IN THE NORTH ATLANTIC
July 16, 2011,
9:59 am

A leaking sailboat stuck on the reef below...
A hopeless glance across the infinite sea...
Water everywhere, but nothing to quench
his thirst. He forces a grating laugh from his
parched throat. Is this the end?
A moment of thought...
Then a determined kick to dislodge the
chest...
A moment of weightlessness...
A jolt and the noose tightens and darkness
immediately steals over him...
At last, a plan has worked the way it was
supposed to.
Har, har...

Now, continue reading the manual.

The chest is centuries-old.
The valuable contents has
been spilled all over the boat
in anger. A unused shovel is
lying next to it.

Now, continue reading
the manual.

Klara: Well, this is the first card with its corresponding hint. What do we want to do next?

Anna: Let's summarize briefly. We have a man on a sailboat without drinking water. The chest is very old. Apparently, there were gold coins in it as we can see in the illustration. But he didn't dig up the chest recently, otherwise the shovel wouldn't be unused. It's

2011. Wouldn't you have a radio on a modern boat? And if you're sailing alone

across the sea wouldn't you also want to have some sort of water purification?

Tim: The radio could be broken. And maybe he didn't plan on going far and was driven off course. If you aren't familiar with boats, that can happen quickly.

Anna: And what would a person who knows nothing about sailing be doing alone on a boat with a chest

full of old gold coins? That doesn't make sense. And he really doesn't need a shovel on the open sea.

Tim: Maybe the ship was damaged in a storm and the other passengers were washed overboard. And the ship was stuck against a reef. How far are reefs from land? I thought they were pretty close most of the time. If he actually wanted to get ashore, he would have more reason to have the shovel. But apparently, he doesn't even try to get ashore at all. It can't really be that far away ...

Klara: Good. We must keep in mind we don't know who this man is and how he got into this situation. But he behaves strangely, because he just gives up, although most people would be happy to have a chest full of gold. We also don't know where it comes from. We can only assume that it wasn't dug up recently.

The previous two cards occur 4 days ago. So, there's probably something that happened that ended up with him alone on the ship. Those cards both happen on land - and if he didn't have much water with him, he would be pretty close to dying of thirst after 4 days at sea. I think we should look at one of those two cards.

Anna: The first card is dated much earlier than the others, almost 400 years. We'll find out what this gold is all about! It is described as old and is obviously important.



1



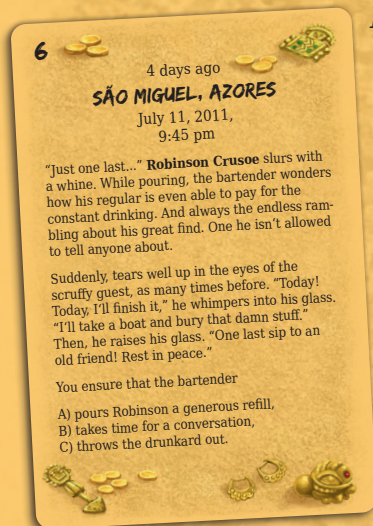


Klara: OK. However, we must use our decisions to keep the deceased from dying. First of all, we should get to know more about him so that we have more information for our decisions. But I agree, the gold is pretty strange.

Tim: We could also see what card 5 tells us. That would be the first card played in the Azores during the deceased's lifetime. Everything before that happens in England. So maybe the deceased has traveled from England to the Azores. Card 5 might tell us why. But we probably can't figure out exactly how he ended up on this sailboat. If we accept Klara's proposal and look at cards 6 or 7, I think we should look at the earlier of the two.

The reason for his departure should come up there. However, both cards are actually pretty late in the day to be taking out a sailboat. That usually happens when it's still light out. In my opinion, we'll have a better chance with card 6. It is earlier, so we can find important information about the course of events... And if the gold shows up, meaning he didn't find it later, then we can look at the first card. Agreed?

Anna: Yes, that works.



Klara reveals Story card 6 and reads it aloud. (see illustration).

Anna: Ha! The "great find" is definitely the treasure!

And it's cursed! That's why the deceased wants to get rid of it. Apparently, this hasn't worked out so well.

...

Tim: Or he thinks it's cursed because it caused him to lose a friend. It

obviously means something to him. But what really makes me wonder is why he is called Robinson Crusoe. Obviously, he is not on a lonely island if he has

a local bar. We can't even connect it with the first card because the novel was published almost 100 years later. Perhaps the deceased was once shipwrecked like Robinson Crusoe? And ever since he's been living on the gold treasure he found then.

Klara: We are assuming that Robinson is our deceased, right? Although it could also be the deceased's bartender. Although the former is more likely since the name Robinson fits better with the guy on the cover. But if Tim is having thoughts about Robinson, should we look at the hint?

Anna: I don't think that will help us much. In the end it might just tell us that Robinson Crusoe is actually a fictional character who was shipwrecked. If we don't know enough later, we can still look at the hint. Let's work on this first. Tim's idea of a shipwreck sounds plausible, so we should make sure that Robinson is drunk - which means he definitely couldn't sail a boat and therefore must remain in port!



Tim: I'm not sure that's a good idea ... If he's drunk, he would probably leave hastily and not pack everything he needs, or maybe he's too drunk to steer, so he sails his ship onto the reef. I think option B is better, where the bartender takes time to talk with him. Robinson is obviously quite desperate, just like on card 8. And he is probably lonely as well. If someone takes the time to talk to him, he has much less reason to commit suicide later. And in the end, we want to prevent that.

Klara: But he kills himself because he doesn't have enough water left. That's the bigger problem. A friendly conversation doesn't solve the problem of "not enough water." And isn't it better if the bartender doesn't hear about this treasure? Before anyone robs him? ... Robinson announces he wants to get rid of the treasure. If we want exactly that, we'd do better with option C to throw him out the door.



2





Tim: But if his favorite bartender throws him out the door, he has even more reason to carry out his threat and “bring it to an end?”

Klara: Well, the bartender certainly isn’t a therapist either. If Robinson is thrown out the door, then he’s also sober. He can pack for the trip in peace and make preparations instead of acting without thinking. And he would pack drinking water.

Anna: I think Klara is right. You shouldn’t tell anyone about a cursed treasure, it never goes well. Otherwise someone could hear about the treasure and decide to steal it. And besides, it could be that the dead man is someone else. Not Robinson, but a thief who wants to get away with the treasure! And even if not, our drunk Robinson certainly doesn’t make good decisions based on the way he looks.

Tim: Fine, let’s take option C and throw him out the door. Although I think the conversation is a more sensible option, but as long as we don’t choose alcohol as a solution, I agree.



Tim takes Fate card 6C from the deck and turns it over: 0 Points (see illustration):

Klara: Hm, zero points. So, we haven’t changed anything, have we? Maybe Tim was right and a conversation would have helped. OK, he has been thrown out of the local bar. And for some reason, four days later, he’s on a sailboat with no fresh water and an old chest full of gold.

Tim: With a treasure in gold that definitely played a role 4 days ago. If it was a thief, he might have stolen a sailboat along with the treasure. Only the sailing didn’t go so well, and he certainly didn’t have time to pack anything.

Anna: Everything else aside, the name Robinson really fits the guy on the cover. And the way he talks about the treasure, he really wasn’t happy with it and wanted to get rid of it. Most people would enjoy a pile

of gold and wouldn’t furiously throw it all over the deck of a ship. But if he really is a thief, we definitely have to look at that first card. The treasure plays a role on both revealed cards and it’s old. At least we may find out something about the treasure on the first card – the other cards will certainly have important information, but we just don’t know if they will help us directly. And once we know what’s wrong with the gold, we can better decide what to do with the next cards.

Tim: I am sure almost all of the cards have a good reason for us to look at them. But I guess we should look at the very first card sooner or later. And once we do, maybe I would have preferred to look at it sooner. I think Anna may be right and Robinson has found a cursed treasure or something like that ...

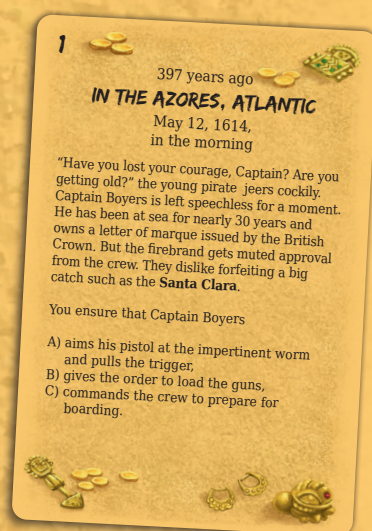
Anna reveals Story card 1 and reads it aloud (see illustration).

Tim: Oh, now we have a connection to England! Maybe Robinson is descended from a pirate? This explains why he has a chest of gold that he prefers to bury instead of digging it up.

Klara: What, and no one in the family ever put it in the bank?

Tim: Good point. Perhaps he inherited a treasure map and went to the Azores to find the treasure. Maybe we should prevent him from inheriting the map? Let’s make sure they don’t capture the ship or shoot the mutineer!

Klara: Read card 1 again carefully! “Great Find” could be anything. We don’t know if our treasure is really on the Santa Clara. Do we want to look at the clue? Then hopefully, we will at least know that much for sure.



3





Tim: That sounds good.

Anna: I'm not against that. But we shouldn't shoot the young pirate under any circumstances. We can't be sure whether or not he might be Robinson's ancestor. I don't think we can count it as a death prevented if we prevent him from ever being born ...

The Spanish ship is on a return trip from Peru. It almost certainly has valuable goods aboard.

Anna reveals the Clue card "Santa Clara" (see illustration) and reads it aloud.

Tim: OK. I think we can now assume the treasure came from the

Santa Clara. But Anna, why would a simple seaman be able to leave pirate treasure to anyone. Certainly it would belong to the captain.

Anna: That's a fine point. But let's just call it loot. And anyway, when the captain gets thrown overboard in a mutiny, he doesn't own anything! If we sink the Santa Clara, no one will inherit the treasure anyway. ... But, then again, that might be how the curse is triggered ...

Klara: I think we should leave the curse aside for now. We don't really have any clues that it even exists. I think loading the cannons is a bad idea. If the ship is sunk, the treasure could be washed up somewhere and Robinson found it. Card 6 refers to a "great find," not a fantastic inheritance. We should ...

At this point we end our example round of play. We hope you now have a better idea of how the game plays.

Which option would you choose for Story card 1?

IMPRESSUM

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