

UNDO

WEAVING FATE ANEW

DROWNED HOPES - MANUAL

The tragic loss of a beloved person leaves nothing behind but grief and devastation.

You are Weavers of Fate.

You can pause time and jump to various specific moments in a deceased person's life to re-weave their threads of fate and thereby undo their death. You can only change short moments, but hopefully your selective influence will be enough. In that case the deceased's new actions will lead them down a better path.

These cards are part of a shortened UNDO mission. Unlike a "normal" UNDO mission, this one has fewer cards and you must cut out the smaller cards before you can play.

First, put aside the 8 large cards with a number in their upper left corner. On the next 8 cards you will need to cut out the 4 smaller cards along the dashed line.

Important: Do not turn the cards over!

After cutting the small cards apart, lay the large cards with number 1-8, called Story Cards, out in front of you in ascending order. Do so without taking a look at their back. (If you are short on space, you can lay out the cards in 2 rows.)

Leave enough space around each card so you can place 1 small card horizontally above and below it.

Now turn over Story Card 8 - the last card in the row - to begin the story and learn more about the circumstances of death.

Now read Story Card 8.

Now take the smaller cards and place the 3 cards with a magnifying glass in front of you. These are the Magnifier Cards.

The 21 cards with a Galaxy background and a Number-Letter combination are called Fate Cards. Put them above Story Card 8 as a stack without looking at their back.

The remaining 8 small cards each have a term written on their front. These are the Clue Cards. Lay them out below the 8 Story Cards, again without looking at their backs. Make sure that the number on the Story Card matches the one on the Clue Card. (The numbers are each written in the upper left corner.)

Turn over the Clue Card "Chest" that goes with Story Card 8 and read the clue.

You are playing as a team, but you take turns clockwise. You discuss everything as a group but the final decision is made by the player currently taking their turn. This applies to the next destination for your time-travel, the change you want to make to the current event, and whether or not you want to use Magnifier Cards.

The life of this game comes from constructing theories about what has happened and discussions about what you have to do to prevent it.





During this shorter mission, you will turn over 5 more Story Cards. The game ends when you have turned over 6 Story Cards, including Story Card 8, which has already been turned over.

Decide who will start and then discuss which time period you would like to travel to first, in other words, which Story Card you want to turn over.

Turn the chosen Story Card over and read it out loud. At the bottom of the card you will have to decide how to change the events.

After reading the Story Card carefully, discuss which of the 3 options you wish to choose. Take time to develop different theories.

To gain additional clues you may discard 1 Magnifier Card back to the box. You can do this up to 3 times, but only once per turn.

If you discard a Magnifier Card, you gain a clue for the word in bold print on the Story Card. To gain your clue, turn over the Clue Card that belongs to the Story Card. You may choose either a clue for your current Story Card or 1 from an earlier turn.

After picking 1 of the 3 options, search for the corresponding Fate Card in the stack of small cards above Story Card 8. Turn it over and put it above your current Story Card.

(For example: If you chose option B for Story Card 5, search for Fate Card 5B, turn it over and put it down above Story Card 5.)

You gain plus-points if you changed the story for the better. If you made things worse, you gain minus-points. If you get a zero you did not change the run of events and what sealed the fate of the deceased has come to pass again.

Put the other 2 Fate Cards that belong to the Story Card aside without looking at them. You will not be using them.

It's the next player's turn now.



Decide together which Story Card you want to turn over this time. Again, the active player has the final say.

You are on your own now. Can you undo fate and prevent the death of the deceased?

Once only 2 Story Cards remain, open the other file found when following the link on the back of the cover card.

Read "End of Story". Did you gather enough points to re-weave the threads of fate successfully?

Important: The changes you have made will all occur at the same time after you finished your travels. Therefore, your decisions do not have direct influence on the cards.

Good luck!

IMPRESSUM

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