



FateFlip: Washed Ashore

Game designer: Johannes Krenner

Illustrators: Anastasia Durova, Alena Naumova

Size: 12.5x7.5x2.5 cm

Series: FateFlip

Solo+

You come to your senses on a sandy beach. The sun is burning your back, the sea salt makes your skin itchy, your tongue barely moves in your mouth... You remember a huge wave washing you overboard, and you quickly lost sight of the ship. You are lucky to stay alive. But where are you? Is this place inhabited and do ships sail here? Will you ever return to your homeland? And will you be able to even survive?

FateFlip is a story that develops differently depending on your decisions, the consequences to which you will learn either right away or later on. Play the game several times and find out all 13 endings to this adventure!

- Choices do matter - players will track their life parameters, collect special items, and see if you are able to make it to the end of the story.
- Multiple endings for each of 3 chapters guarantee players will want to rerun the game to see other possible outcomes.
- 3 chapters of reversible cards, each chapter has it's own setting - you can play them all at once or portion the experience.
- A solo+ game: enjoy the game on your own, or unite and discuss your choices with friends.

Components:

- 68 large story cards
- 3 clip markers
- Reminder leaflet



Rules & Promotional materials

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Washed ashore



a The next day you find a small coconut grove by the backwater. **24**

You try to crack a few coconuts on sharp rock edges. So far, you are not good at it. **1** **0**

You are too exhausted and lie down to rest in the shade of palm trees. **to 3.** **+** **☠**

Only with AXE or KNIFE.

You crack open a few coconuts. For the first time in days, you're full and satisfied. **7**

Only with CAMPFIRE:
You let the wooden chest dry and burn it for firewood, roasting a rodent in the process. Later when you stir the burnt-out coals, you note with irony that the chest hid no gold. **6**

Only with AXE:
Seeing no need to tiptoe around it, you go at the lock with your axe. **4**

Only with AXE or KNIFE:
You examine the chest from all sides and decide that it will still be there tomorrow and now you need a proper rest. Tomorrow you will find a suitable stone to open the chest. **2**

d You look at the fished-out chest with curiosity. You wonder what will find in it. **1**

0

1 Read the text on the upper half of a card and choose one of the available options.

2 Adjust the parameters on the counter according to your decision.

3 Flip and move the card as instructed by the icons and find out what comes of your decision.



10+

1+ players

~35 min.