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FATE FLIP!

1

Washed ashore

***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.

Do not shuffle the cards in the deck unless you are explicitly told to do so!

Flip and read this card.



SET UP AND GAME PLAY


1. During the game you will add cards to your hand: this will be your **PILE**. Handling the pile, you will advance with the story. Keep the rest of the cards in 2 decks (**STORY DECK** and **ITEM DECK**) on the table and take cards from them only when you are explicitly told to do so. Different types of cards are marked with different icons in the upper right corner to make it easier to find the cards you need:



*(See more information on the anatomy of story cards on **pages 4 and 5** of the **INSTRUCTIONS**.)*

2. With the **pile**, read only the text on the upper half of the card on top. Then choose one of the available options to advance the story, follow **all** the instructions (if any) and apply the effects of each icon next to your choice **in order**.

*You can find the description of all icons on **pages 2 and 3** of the **INSTRUCTIONS**. Keep the Legend in sight until you remember all the icons.*

3. Put the next cards **2–14**  as a separate deck on the table. These are **ITEMS** that you can collect during the game. Take items from this deck when you get the corresponding instruction and return them back in the **ITEM deck** when asked to discard them. You might yet come across these items or the items from the back of these cards.

Attention! **ITEM** cards are double sided (marked with * and sometimes ** on the back).

Now take card **15**. Discard this card **1**, placing it **under the story deck** (the rest of the cards) on the table.

On the back of this card you will find a **COUNTER** for Chapter 1 of the game, where you will move the clips along the scales to track three parameters important for the character's success.

You cannot exceed the **highest value** on any scale (just ignore the corresponding instructions on the story cards).

If the effect of any icon on a story card drops any scale to **zero**, **first** follow the instruction on the **COUNTER**, and **only then** finish the icon effects on the card (see a detailed example in *section 3 of the INSTRUCTIONS' FAQ on page 6*).

Attention! Dropping some of the scales to zero may turn fatal for your character, so be careful with your decisions.

Now set the clip markers on the dark-green triangles ◀ along the edge of this card (for an easier game set the clips on the light-green triangles ▶).



You are ready to play!

If you have any questions about the game, refer to the **INSTRUCTIONS**.

Take card 16. Flip this card and put in on the table.

