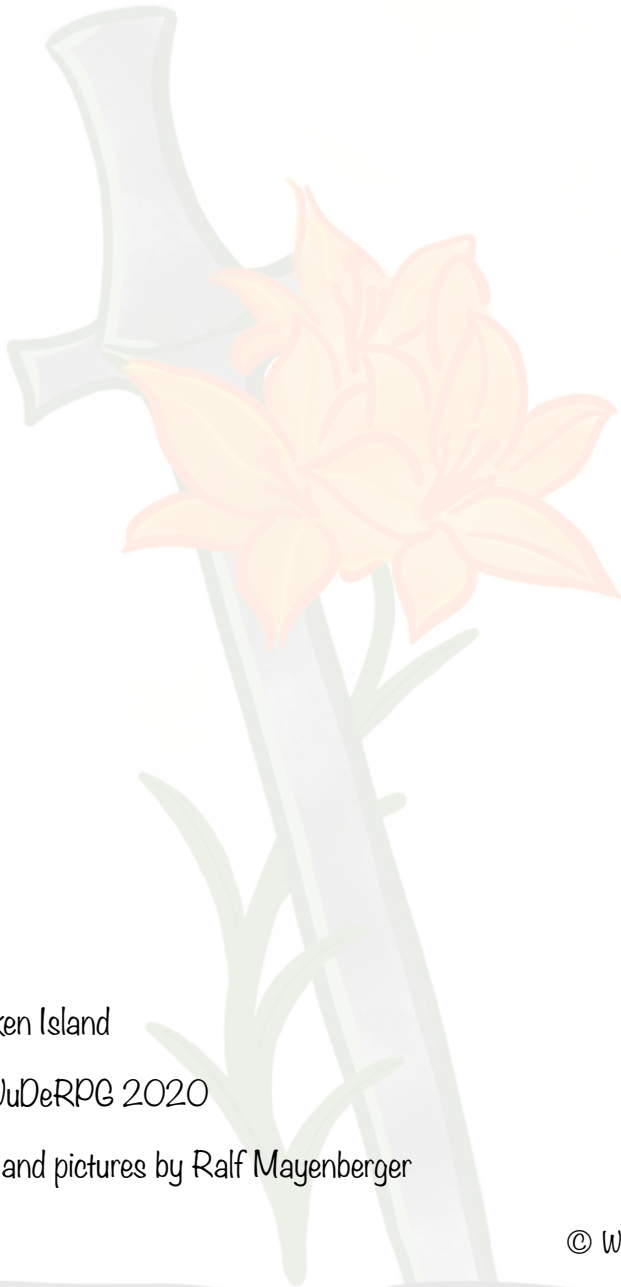




...FATE LIES IN YOUR
HANDS!

SUNKEN ISLAND

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Text and pictures by Ralf Mayenberger

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THE TALE BEHIND THE GAME

This game is based on a tale from Bad Buchau, a small town in the South-West of Germany at lake Federsee. It is said it retells the fall of the rich bronze age island city Wasserburg:

In the middle of the lake, once was a wealthy city. But the folk living there started to lose their faith and in the end only the old women prayed in the houses of worship. The rest of the city enjoyed their lives in careless gayeties.

On morning after another feast - as if sent by the gods - a fleet of boats covered in thick fog attacked the city. The attack struck like thunder and the onslaught was short. By evening, the once wealth city lay in waste and the island disappeared in the lake.



ANOTHER INFLUENCE IS GROUNDHOG DAY

The player lives through the day before the attack and when they notice they are back WHERE IT ALL BEGINS, their goal is to change the fate of the island so the attack will never happen.

WHAT YOU NEED TO PLAY

SUNKEN ISLAND works with the Element Dice System, but the rules are simplified for **SUNKEN ISLAND**.

If you don't have Element Dice, you can easily play with regular six-sided dice - the table lists number from 1-6 next to the elements. You'll need 2 dice in two different colours. You could even create your own Element Dice with some stickers, either color coding or copying the characters of the elements.

You will also need pen & paper. You want to take notes to add to your story throughout.

You can either play solo, with a partner or a group.

If you play with a partner or in a group, make sure you discuss **LINES** and **VEILS** - topics you don't want to be mentioned or that you would like to avoid being detailed.

Also consider other safety tools like the use of an **X-CARD**.

Remember, one influence for **SUNKEN ISLAND** is **GROUNDHOG DAY**, so part of the fun is not succeeding the first time around!

HOW YOU PLAY

During the day before the fatal attack, 5 situations need to be resolved. These situations happen throughout the day and are listed individually. Each situation is introduced with a short text and easy instructions in a boxed text.

- ❖ First time, read through the day and fill in some blanks
- ❖ Second time around, you start playing with the boxed instructions
- ❖ You will always roll both dice, one die for Yin representing obstacles, one for Yang showing a favourable outcome
- ❖ To interpret the dice rolls, check the table and see what fits
 - ◆ an obstacle (Yin) is negative for you, but it could be something positive for someone else
 - ◆ a favourable outcome (Yang) is good for you, but it could be bad for someone else
- ❖ You roll until the situation is either resolved or your story has taken you away from the resolution
- ❖ Don't cheat yourself! Create a compelling story!
- ❖ Remember, if you fail the first try, you starts over with memories, everyone else is living the day for the first time. Groundhog Day!
- ❖ Your memories are established facts!

ELEMENTS AND THEIR ASPECTS

In this table, you find words associated with the elements. Be creative in your story with them and don't try to "win" - tell an amazing story!

1	木	WOOD	Spring - growing, vitality - idealism, spontaneity, curiosity - anger - kindness, benevolence - crushing - thunder, wind - tiger
2	火	FIRE	Summer - flowering, swelling, brimming with energy - passion, intensity - hate, shame - honor, awe, joy, wisdom - pounding - fire - monkey
3	土	EARTH	Late Summer - moderation, leveling, fruition - agreeableness, honesty - worry, anxiety - faith, integrity - crossing - mountain, field - bear
4	金	METAL	Autumn - harvesting, collecting - intuition, rationality, mind - sadness, grief - bravery, righteousness - splitting - heaven, lake - crane
5	水	WATER	Winter - retreat, stillness, storage - wit, erudition, resourcefulness - fear - passion, propriety - drilling - water - deer
6	气	QI	Qi is not an element. It is the omnipotent energy that creates everything. If you roll Qi, something extraordinary happens. Make it magical!



WHERE IT ALL BEGINS...

The thick fog around you lifts. It is early in the morning and you just arrived in _____. The harbour is busy and you see fisher bringing in their catch and merchants looking for the best deal. You are here to see _____, already waiting for you at the docks.

As you can see, the world of your game is not yet developed. Write down facts of your world as you go and keep true to them!



MORNING - WOOD - 木

As you are about to leave the docks, you hear a merchant and a fisher in a heated discussion. First, you shrug it off, but the fire of this discussion seems to anger other fisher and merchants. Soon, this ANGER is growing and you feel KINDNESS might be the answer.

For this first situation, we want to provide additional guidance, so we highlighted the key-words ANGER and KINDNESS. You need to find out where this anger stems from and should find a way to resolve it with kindness. Make it difficult, remember, failing is fun!



NOON - FIRE - 火

As you settle for lunch and order the local specialty (_____), you overhear an elder scold their offspring. _____ , the elder is infuriated that _____ has brought SHAME to the family by _____ . An awkward silence filled the room and you notice that all eyes are on the shamed _____ .

It is clear to you that this situation is difficult to resolve, after all, the family HONOUR is at stake!

Find out more and help to bring honour back to the family!



AFTERNOON - EARTH - 土

In the afternoon, you and _____ stroll through the city park where you find _____ a devoted believer in _____ . Their temple has been vandalised and _____ is ANXIOUS that their Gods will not look graciously upon this decline in FAITH and INTEGRITY that has taken hold in the city.

This might be a much bigger problem, but you have time enough!



EVENING - METAL - 金

As the evening comes closer, you find _____, standing in GRIEF and SADNESS outside a mob of people watching the show trial of their child _____. They tell you about the innocence of their child and how they can't do anything anymore. The city already decided the guilt earlier today, so they GRIEF for their innocent child but also for RIGHTEOUSNESS.

It seems impossible to save this now, but maybe tomorrow?



NIGHT - WATER - 水

The night has come and a feast has been prepared. _____, an old woman tells you about her FEAR, says the people have fallen from their faith and she feels the end is near. She wishes her people would show the same PASSION towards their culture and religion as in her youth to appease the Gods.

Could there be a connection between this situation and the situation in the afternoon? You might be able to catch two birds with one stone tomorrow!



THE DAY OF THE ATTACK

As the city comes to rest and the morning hour approaches, thick fog from the lake crawls through the streets into every crack and corner of the city. In the midst of this shroud of fog and silence, the city is ignorant to the danger that slides across the perfect still lake. A terrible thread looms over you and you shiver as the cold fog encompasses you completely.

Something this day didn't work out the way you thought. One or more of the situations was not resolved and you will start over with WHERE IT ALL BEGINS... - but you made discoveries and established facts that are true in your story!



THE NEW NEXT DAY

As the city comes to rest and the morning hour approaches, the tranquility of the daybreak shelters the unknowing citizens. They are ignorant to the danger that had passed them.

A new day rises and thin and fuzzy blanket of crisp fresh fog lays over the rejuvenated city; a new day, uncharted and unwritten...



EXTRA BOOKLET SIGNATURE PAGE*



*Since you took the extra effort to print this booklet let your friends sign it!



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