

DO YOU HAVE  
SOME RUM  
FOR ME?



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Typeset, Design and Structure of the book was achieved in hours of hard work and in collaboration of some great minds. Peter Mann, Matthias Schempp and Vera Steinberg are to thank for their countless hours of commitment. Philipp Neugebauer-Lobeck was there too and contributed as best he could. This book was created 2017, editing and forgetting about the project and then restarting the editing process took two years.

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# DO YOU HAVE SOME RUM FOR ME?

– An IMWe 2017 Mystery Book –



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# How to use this book

Traveller! You are reading a mystery book and therefore you might need instructions. This is not an ordinary book. Read these instructions with care. In case of emergency, scream and swear arbitrarily at irritated strangers around you.

At the end of each chapter, be it small or big, you are faced with several decisions. This would look like this:

🚢 Either you choose this option.

🚢 Or this one.

One ends in certain death, the other lets you proceed. Not all options are fatal though. Either way, follow the instructions. Some decisions might not be an option at this moment, because you haven't met the conditions yet.

🚢 You may choose this option, if you possess **The Golden Pants Of Treachery**.

If you are in possession of certain **items**, you will have more options to choose from. All items that you can collect and take with you are written in bold text. As soon as you read something in **bold text**, you might collect it. Sometimes, the text also says that you literally collect these **items**. As we don't want our readers to suffer from madness, we provided you with a scroll on the next page. Write down any items you will find during your journey.

One last thing: We had a lot of fun, coming up with crazy options and funny ideas. For our sake, try not to cheat or shortcut the book. We tried to get rid of all dead ends and are almost sure that none are left. If we failed, of course try to find a way out and inform us. But do not cheat, just because you want to.

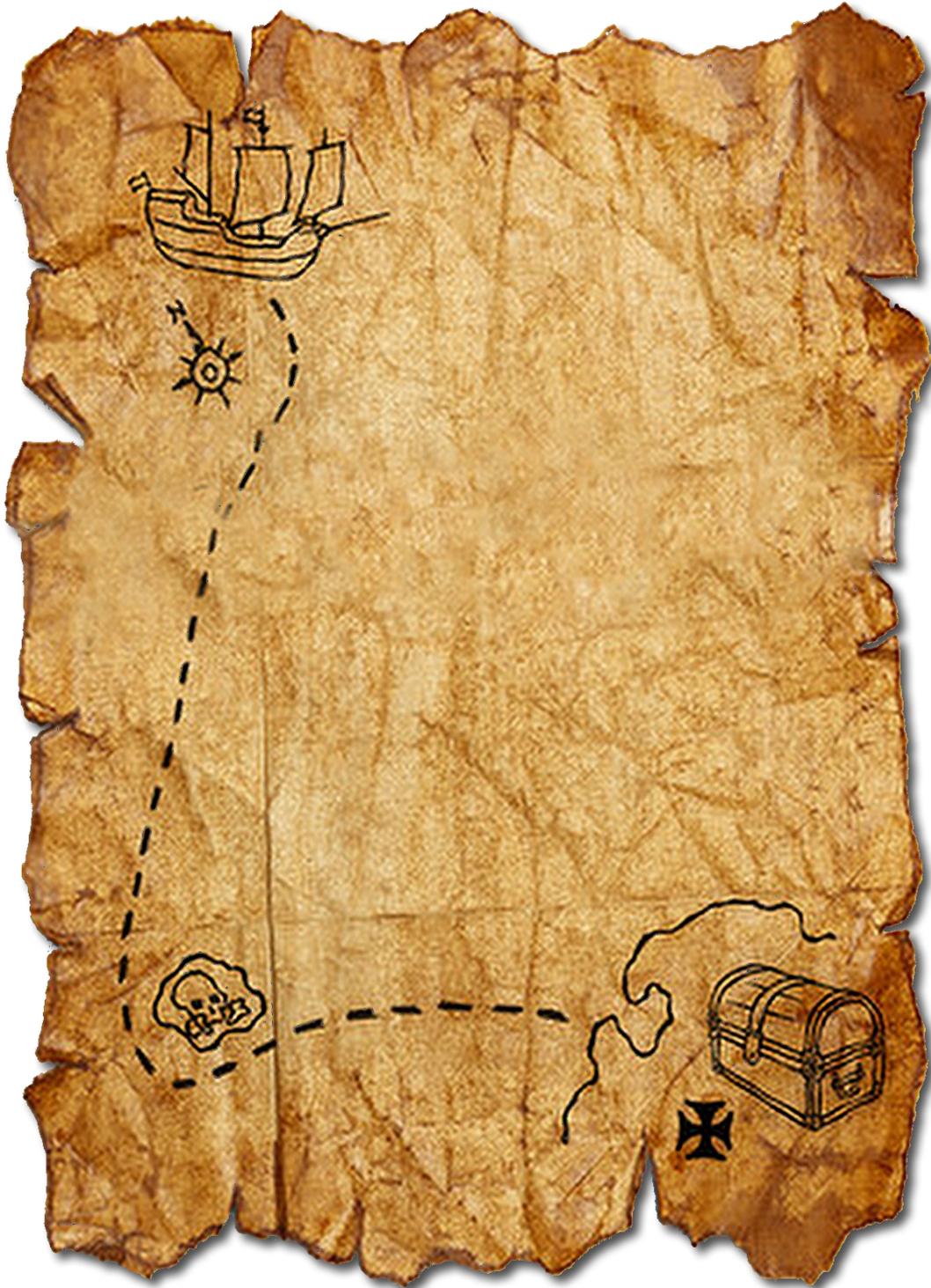
It'll ruin your fun. And life.

And we will haunt you.

Forever.

🚢 Now start by reading the Prologue.

**This shall be the place for yarr items.**





# Prologue

You are sitting in a dark and warm room. Yet you are shivering, you are wet to the bone. Someone puts a blanket on your shoulders and hands you a mug with something hot in it. »Here, drink up me hearty!« You take a big sip and the grog shows effect instantly. You look up. Outside through the window you can spot outlines of ships and you can hear the sounds of sea gulls.

»What happened?« you ask.

»You can be happy, that you are alive. As it seems you are the only one of your crew, who survived the big storm. We picked you up, when you was floatin' in the ocean. You was half dead. I was not sure, if you would make it. But now you are here. Here, take these dry clothes and put them on. We will shortly make to port to the harbour of Tortuga Bay.« The seaman leaves you puzzled and alone. You try to clear your mind and questions pop up randomly. The only thing you know for sure: you were on a hunt for a big treasure. Still a bit confused you leave the ship and stand on a dock in the harbour.

 Go to Chapter 14.



# 1 The Tavern

AUTHOR: CONNY

As you enter the tavern, the first thing you notice is a strong smell of sweat mixed with alcohol and old frying oil. Though you can't see very much at the moment due to the fact that your eyes aren't used to the sudden darkness, you notice that it is very crowded inside and you can't spot one free chair. People are sitting on the tables and the floor, some are just lying around, murmuring and singing strange tunes. You can hear different laughs, some are deep, like bulky men might sound, some are high and rather jarring.

As you try to make your way through the crowd, someone is spilling some sort of liquid onto your newly bought jacket. You try to ignore several people that start talking to you until you get to the counter. »What'ya want?«, the bartender asks. You try to make up your mind. You are really thirsty, but you would also like to eat something, since the last time you ate a proper meal was already hours ago. There are several more or less delicious meals served. You can spot different sorts of seafood, like octopus served in a sauce of lemons and coconuts, fish with potato-sticks and blowfish (at least you are sure that you are not eager to try that), but there are also less innovative meals like bread and dried meat or peas-soup. They even serve desserts, like cookies they call »Monkey-cookies« (you think that you remember them from some sort of advertisement in the latest *Cosmopiraten*) and pudding. You end up ordering a glass of watered red wine and one of the fish dishes. As you wait for your food and drink, you try to start a conversation with the bartender. »So, what's up?«, you ask him. »None of your business«, he growls,

then he turns around to get your drink. »You like your job?«, you start another try. He doesn't even react to that, but puts your drink on the counter in front of you in a very violently way so that the wine nearly slops over. »Not a man of many words you are, eh?« Again, he doesn't react in any way, but places your food in front of you. You let out a heavy sigh, then you start to search for a place to sit.

After a while you happen to spot a free seat next to some fellow sailors. As you sit down, one of the guys starts to talk to you. He is wearing an old uniform that you recognize to origin from the navy, has really long hair which he wears in a sloppy ponytail and smells very bad, like a mixture of a lack of hygiene and a lot of alcohol. »Just sit here and have a beer«, he mumbles. Then he points towards the free seat. Glad that you found a place to sit, you take the opportunity and sit down next to him. »And your name is ...?« »I'm – hick – Rhyming Rumdrinking Ralf, sipping more than two halves. Now state your name, no need for shame.« Then he lets out a hearty burp. A little bit confused, you tell him your name, then you take a sip out of your glass. The wine tastes better than you would have expected, but still you've tried better ones in your life. »What d'ya drink? Some sort of wine? Or is it Milk? Does it taste fine?«, Rhyming Rumdrinking Ralf asks you. »It's wine«, you tell him, then you try a bite of your fish-dish. You are not sure if it is still edible, but anyway you decide that you don't really mind and continue eating it. Who cares what happens tomorrow? You decided to start from anew, and what could be a better start than a nice little food-poisoning? After a few bites it actually starts to taste a little bit better, maybe you finally begin to get used to it. »So what's wrong with the bartender?«, you ask Ralf. »He's silent all of the time, does not even say one rhyme, won't tell about his past, something 'bout a blast.« You start to think that Rhyming Rumdrinking Ralf has had enough rum for today, since you have not understood one word he said. Suddenly Ralf's eyes widen and as you follow the direction he's looking at, you can see a delicate figure walking towards you. The woman has beautiful wavy red hair, which looks like a mixture of the ocean and burning flames surrounding her face, the most beautiful one you have ever seen. She's got a straight but gentle nose, light green eyes that are surrounded by black perfectly formed eyelashes, dark eyebrows and lips like the blossom of a rose. Above her upper lip there is a little mole, which suits her very well considering her pale, but porcelain-like skin. »Hello, Sweetie. Would you like to try out our special service?«, she asks with a kind of smoky, but all the way seductive voice. You are a bit overwhelmed, but manage to answer her: »Depends on what this service is exactly.« »Oh, that you will find out soon enough«, she

promises you with a little smirk. »If you prefer a male, we also got two that I could get you«, she tells you furthermore. You are still unsure how to react. Then you decide to ask her a question yourself: »Would you be so kind of telling me what you are called?«

Again, she laughs a little bit, then she bends over to your ear and whispers: »I'm Carla, but you can call me ›Baby‹, if that turns you on.« You gulp very loud, then you manage to answer her.

- 🚢 »Ok, Sweetheart, and how much would your service cost?« Go to Chapter 1.1.
- 🚢 »Sorry, Carla, I am not really interested in that kind of service at the moment.« Go to Chapter 1.2.
- 🚢 »Don't waste time! Show me my room, Baby.« Go to Chapter 1.3.

## 1.1 The Clash

»How dare you calling me Sweetheart!«, she screams, all of her kindness suddenly gone. »I'm sorry?« You are not sure what was wrong about »Sweetheart«. Since she called you »Sweetie« it seemed the right thing to say. »So, anyway, about your service: I might be interested, if you could tell me your prize. I've always been the adventurous type, ya know?«, you continue as you start to get up. »No service today«, she tells you coldly, then she turns around and walks away.

- 🚢 If you want to follow her and insist on the service she offered, go to Chapter 1.4.
- 🚢 If you want to stay at your seat and finish your meal, go to Chapter 1.5.
- 🚢 If you want to go back to the bartender and try to get a room to get some rest, go to Chapter 1.6.

## 1.2 The Refusal

She looks at you in a very strange way. »Are you sure?« »Yes, I am«, you answer, your voice a bit shaky. She just shrugs, then turns towards Rhyming Rumdrinking Ralf. »How about you, Sweetie?«, she asks him. You can see how Ralfs eyes widen even more and drool is starting to drop from his chin. »I'd like to say ›yes«

to everything and not less.« Carla starts to draw a line with her right index finger over his chest. »I thought so«, she whispers as she comes closer towards Ralf. Then she starts to suck on his ear, biting a bit into it. You can tell from the expression on Ralf's face how much he is enjoying this. »I love boys from the navy«, she whispers into his ear, managing to sound breathless while doing so. You start to feel uncomfortable at witnessing the actions of those two people in front of you.

☪ You hurry to finish your meal, then you decide to get back to the bartender to get a room and some rest. Go to Chapter 1.6.

### 1.3 The Right of your Dreams

»I like you. I think, we are going to have a lot of fun today, Sweetie«, she tells you as she starts tracing circles over your chest. Again, you have to gulp very loudly and start to breathe heavily as she gently begins to bite your earlobe. »Okay, now let's do this«, you growl and hurry to get up. She takes your hand and leads you to your room. You two spend a wonderful time together, it might even have been the best night of your life. You are very sad when it is over and you have to pay Carla. She carefully counts the money in one of her hands, while she is closing her corset with the other hand. Then she looks up to you, a big smile on her face. »Thanks for dealing with me. Hope to see you soon again.« She shoots you one last seductive gaze, then she rushes out of the door, probably to work some more. You sit down on the bed for a moment thinking about what you are going to do next.

☪ If you want to get some rest and go back to the bartender to rent a room, go to Chapter 1.6.

☪ If you want to finish your meal, you make your way back to your seat next to Rhyming Rumdrinking Ralf. Go to Chapter 1.5.

☪ If you decide to stay a bit longer in this room and look around, go to Chapter 1.7.

### 1.4 Shouldn't have done this ...

»Wait«, you shout. »I am really interested in your service, don't walk away!« You get up quickly, leave your meal and Rhyming Rumdrinking Ralf behind, and hurry to get to her as fast as you can. Eventually you manage to grab her arm. She turns

around very fast and glares at you. »What is it?!«, she yells angrily at you. »About your service ...« – »No service today for you, already told ya. Now let me do my work.« And within a second she is gone.

- 🚢 If you want to go back to your seat and finish your meal, go to Chapter 1.5.
- 🚢 If you want to get some rest and go back to the bartender to rent a room, go to Chapter 1.16.

## 1.5 Why is the rum gone?

You sit down at your seat and take another bite of your now cooled fish. Rhyiming Rumdrinking Ralf is still sitting next to you and talking endlessly about things you don't really understand. Right now he is murmuring something about a strange map, but you don't pay much attention to him. After one or two more glasses of rum, Ralf leans over to you, puts an arm around your shoulder and slurs: »Ya' know what'd be nice? A duck or some rice.« »You're talking nonsense«, you are stating as you try to free yourself of his arm. »Indeed I am«, he laughs, »want some ham?« He offers a plate with something that vaguely looks like meat to you. »Thanks, but no, thanks«, you say, he just shrugs and puts several pieces into his mouth. Half of it is still tingling around as he chews it. »If ya'll need me, I'm there for thee«, he manages to say while chewing. You thank him, then you decide to try to get some rest and go to the bartender. As you start to get up, Ralf holds you back. »Wait, fellow, please be mellow. Here you come, do you have some **rum**?« You are not sure if you have some **rum** left, but you search your pockets.

- 🚢 If you don't have any **rum**, or if you don't want to give it away, go to Chapter 1.15.
- 🚢 If you have some **rum** and want to give it to Ralf, go to Chapter 1.8.

## 1.6 On your way to the room

As you get to the counter, the bartender is cleaning some glasses. »Hello again«, you say and try to talk louder than some people that are singing next to you. »What'd'ya want?«, he asks in a very unfriendly manner. »I need a room to get some rest.« »With service or without?« He spits into the glass and starts to rub violently. »Erm ... without«, you tell him, though the figure and face of Carla comes immediately to your mind. »Here ya go.« The bartender hands a very heavy

key over to you. He whistles very loudly and shouts: »Carla, come over here!« The next moment, you see Carla coming towards you. »What do you need, Chuck?«, she asks, rather annoyed. »I was just having a really lucrative client over there.« »Our customer here needs a room«, he growls, then he pays no more attention to you and continues to spit on the glasses and rub them afterwards. »Follow me«, Carla says. You can tell from her expression that she is very, very much annoyed. Still, her face is beautiful as ever. You follow her up some stairs in an awkward silence. »So ... what's with Chuck?«, you ask her. »What about him?« »He seems very ... grumpy and silent«, you tell her. »None of your business. Something happened some years ago, but don't ever ask him, what that was.« She shoots you a scrutinizing look. In fact, you are already thinking of the best way to get to know the secret of Chuck. »I'm serious«, she says, »whatever you do, don't ask him. Otherwise it can get messy.« You nod, but your thoughts are elsewhere. Eventually, the two of you arrive at your room. It has a big, heavy, dark brown wooden door with some symbols carved into it. »So, here we are«, Carla states, then she shoots you a gaze from underneath her eyelashes and asks in a seductive voice: »You sure that I can't do anything else for you?« »No, thanks. Actually, I'm really tired right now, so I'd like to go to sleep now. Alone.« She pouts her lips, which looks really cute, and for a second you consider your decision again, but then she leans towards you and says with a low voice: »Then I suppose that I see you tomorrow. Have a good night and if you need anything, don't hesitate to call me.« You assure her that you will do that, then you enter your room.

 Go to Chapter 1.19.

## 1.7 Your Room

As soon Carla is gone, you start to investigate the room. The light pink bedclothes are ruffled, a shoe is still lying halfway under the bed. The room seems rather plain. Its walls are covered in dark wood, on some spots pictures are carved into it. The floor is kept very simple, it is made out of wooden planks. A few issues of the latest *Cosmopiraten – Men-Edition* are lying on a small table. You take a look at them, for you've always liked the articles in there (of course, you not even take a glance at the pictures at all!). You find several stories about the increasing environmental pollution in Shipwreck Bay, which is caused by all the ships

wrecking there, and also many advertisements and recommendations for the Floating City. You'd really like to visit it once, it seems to be beautiful there. Then you decide to get dressed again.

As you go over to the bed to get the shoe, you spot something yellowish lying under it. You get closer, take it and look at it carefully. It seems to be some sort of toy, though you are not sure what to use it for. Maybe you could ask Carla later. Next to it is some sort of **map**. You've got no idea how it got there, but since you are searching for a treasure, you decide that every bit of a **map** that you can find is your advantage. As you take a closer look, you realize that it is written in some sort of strange language you can't understand. You have no idea how to read it, although you are pretty good at reading maps, or at least you consider yourself to be. After you looked at the **map**, you investigate the other item that you are still holding in your hand. You realize that it is actually a **duck** shaped out of unfamiliar material. It is rather soft, but not like cloth, more like glass without the cold touch to it. If you squeeze it and let it go again, it immediately folds out with a strange ›Ee-a<-sound. You have no idea how such a thing could be used, but you've learned that there are many ways in these establishments to get satisfaction, maybe this was one of them, just for duck-fetishists. As you see it lying in your hand, you consider to take it with you as a souvenir and a reminder of Carla.

- 🚢 Take the piece of the **map** and the **duck** with you. (If you also possess the other **three parts of the map**, now briefly turn to Chapter 17.1.) Go to Chapter 1.12.
- 🚢 Leave the **duck** where it is, but take the **piece of the map** with you. (If you also possess the other **three parts of the map**, now briefly turn to Chapter 17.1.) Go to Chapter 1.13.

## 1.8 Drink up!

»Actually, I have one bottle left«, you tell him as you hand over the **rum**. »Oh, thank god, I'm a lucky sod!« He gladly takes the bottle and empties it in one sip. You are impressed. »Ya need that? Maybe for a map?«, he asks you as he gives back the **empty bottle full of air**. Though you're not sure what to do with it right now, you decide that it is never wrong to carry an **empty bottle full of air** around. You take it and put it into your pocket. Then you tell Ralf good night and go to the bartender to finally get a place to sleep.

 Go to Chapter 1.6.

## 1.9 Happiness is a rubber duck.

»Here, you can have it«, you say as you give the **duck** to Ralf. He instantly starts to cuddle with it, looking like a little child at Christmas. »So ... what about the things you wanted to tell me?«, you ask after a while. »Right – totally forgot about that. At night, I saw a rat.« »That's ... nice, I guess«, you answer vaguely because you can't think of another response. »Take this sheet, soon we'll meet again; and until then study it for a bit.« While you are waiting for Ralf to pull a very tattered sheet of paper out of his pants, you think that his rhymes aren't getting any better. »Thank you very much«, you tell him as he hands over the **tattered sheet of paper**. »You're welcome, which is very seldom.« »Yeah ... thank you, I guess. I think I will go and get something to eat now. Bye.« You don't even wait for his reply, but hurry to get away as fast as possible. When you are out of sight, you take out the **tattered sheet of paper** again and study it harder until you have memorized the whole **secret code**. Then you put it back into your pocket and get to the counter to order something to drink.

 Go to Chapter 1.22.

## 1.10 After the »service«

After you had some fun and your partner left, you start to investigate the room a little bit closer.

- 🚢 If you have already been to Chapter 1.7 (Your Room) and took the **duck**, go to Chapter 1.41.
- 🚢 If you have already been to Chapter 1.7 (Your Room), but didn't take the **duck**, go to Chapter 1.42.
- 🚢 If you have not been to Chapter 1.7 (Your Room) yet, go to Chapter 1.11.

## 1.11 (Still) Your Room

The light pink bedclothes are ruffled, a shoe is still lying halfway under the bed. The room seems rather plain. Its walls are covered in dark wood, on some spots pictures are carved into it. The floor is kept very simple, it is made out of wooden planks. A few issues of the latest *Cosmopiraten – Men-Edition* are lying on a small table. You take a look at them, for you've always liked the articles(!) in there (of course, you are not even take a glance at the pictures at all). You find several stories about the increasing environmental pollution in Shipwreck Bay, which is caused by all the ships wrecking there, and also many advertisements and recommendations for the Floating City. You'd really like to visit it once – it seems to be beautiful there. Then you decide to get dressed again.

As you go over to the bed to get the shoe, you spot something yellowish lying under it. You get closer, take it and look at it carefully. It seems to be some sort of toy, though you are not sure what to use it for. Maybe you could ask Carla later. Next to it is some sort of **map**. You've got no idea how it got there, but since you are searching for a treasure, you decide that every bit of a **map** that you can find is your advantage. As you take a closer look, you realize that it is written in some sort of strange language you can't understand. You have no idea how to read it, although you are pretty good at reading maps, or at least you consider yourself to be. After you looked at the map, you investigate the other item that you are still holding in your hand. You realize that it is actually a **duck** shaped out of unfamiliar material. It is rather soft, but not like cloth, more like glass without the cold touch to it. If you squeeze it and let it go again, it immediately folds out with a strange »Ee-a«-sound. You have no idea how such a thing could be used, but

you've learned that there are many ways in these establishments to get satisfaction, maybe this was one of them, just for duck-fetishists. As you see it lying in your hand, you consider to take it with you as a souvenir and a reminder of Carla.

🦆 Take the piece of the **map** and the **duck** with you. (If you also possess the other **three parts of the map**, now briefly turn to Chapter 17.1.) Go to Chapter 1.12.

🦆 Leave the **duck** where it is, but take the **piece of the map** with you. (If you also possess the other **three parts of the map**, now briefly turn to Chapter 17.1.) Go to Chapter 1.13.

## 1.12 Ralf and the Duck

You decide to take everything and start your way back to the main hall of the tavern. As you get there, you spot Rhyming Rumdrinking Ralf again in the crowd. The people are just finishing the third Verse of »The ballad of Tortuga Trees«:

*»The girls out there were many,  
But none like back home Annie.  
He sailed the seven seas,  
But never saw Tortuga trees.«*

You start to sing along with them as you make your way towards Rhyming Rumdrinking Ralf. You realize that sometimes, if some words do not rhyme with the others, Ralf randomly sings others instead. You can smell the alcohol evaporating from him and instantly start to wrinkle your nose. »How are you?« After the second time, he answers, »I'm quite fine and like to rhyme.« You already assumed that. Suddenly Ralf leans towards you. You almost have to throw up when his smelly breath hits your nostrils. »If you've got a **duck**, then you have luck«, he tells you and points towards the **duck** in your hand. You have decided to call the material »rubber«, because the sound if the word somehow suits the texture if this material. »Oh, that? I've just found that on the ground.« »If you hand it over and give it to me, I'll tell some useful things to thee.« You are not sure what to do. You could either hand the **duck** over to Ralf, who seems to be a big duck-lover (he even has a duck-shaped tattoo painted on his left biceps), or you could keep it for yourself.

- 🦆 If you keep the **duck** for yourself (you have found it, so it should be yours and maybe that **duck** will bring you luck, like Ralf told you!), go to Chapter 1.23.
- 🦆 If you hand the **duck** over to Ralf (after all, you don't really need it), go to Chapter 1.9.

## 1.13 **Nothing is for free**

Who needs this duck, anyway? It looks funny, but you don't think that you can do anything else than just staring at it. So you just take the **map** from under the bed and put it into your pocket. Now you just had to find a way to decipher the code. But first, you decide to go back down to the main hall of the tavern. When you enter, you hear people singing the famous song »The Ballad of Tortuga Trees«. You join them during the second verse:

*»His heart was left ashore,  
Longing for her more and more.  
He sailed the seven seas,  
But never saw Tortuga trees.«*

Then you spot Rhyming Rumdrinking Ralf among the people in the crowd and since you don't have anything better to do, you decide to walk over and talk to him. »How are you?« You have to ask him a second and a third time, because the people next to you are now singing so loud, you can't understand your own word. »I'm good and in great mood«, he finally answers. You are putting your hand into your pocket to check if the **map** is still there and realize that you must have lost it somewhere. Frantically, you start searching for it, until Ralf shouts: »What's that over there? Or don't you care?« You look into the direction Ralf is pointing to and realize that it is your **map** lying on the floor. »Oh, thank god!«, you heave and get to pick it up. Ralf is peeking over your shoulder and murmuring something. Suddenly you realize that he is reading the words that are written on the **map**. »You understand what is written on that **map**?«, you ask him very surprised. »Sure I can, I'm a witty man.« You doubt that a little bit, but still you get excited. After all, you now have found a solution for your problem. »Can you translate it for me?«, you ask. Ralf immediately starts to shake his head. »I maybe could, but don't think I would.« »Why?« »I want a reward that I can put on my sword.«, he explains. Of course. Nothing is for free. »How much money do you want?«, you

ask him. Again, he shakes his head. »Not one bit, don't give a shit, want something else instead, a pet I can feed bread.« You start to think about some animal that could be liked by Ralf, but you are not sure what pet he is aiming for. Or even if he's meaning a duck literally or just metaphorically. »I'll get you something animal-like«, you promise him, then you realize how thirsty you are and decide to go and fetch something to drink.

🍷 Go to Chapter 1.22.

## 1.14 Hungover?

You wake up with a big headache. Maybe you've had one or two drinks too much last night. As you look outside the window, you realize that it is already getting dark again. You've overslept the whole day. Still, you think about taking some »service« now, you kind of feel like it. Or you could go back to the counter and try to get rid of the headache by ordering another drink.

🍷 If you want to go to the main hall and order something to drink to get rid of your headache, go to Chapter 1.22.

🍷 If you want to go to the main hall, where all the nice men and ladies are situated, you could ask one of them for their services and follow them into your room. You enjoy their services and go to Chapter 1.10.

## 1.15 Apologies

»I am sorry, I don't have any left«, you state, then you turn to walk away and towards the bartender in order to – finally – get some rest.

🍷 Go to Chapter 1.6.

## 1.16 Your Room

As you get to the counter, the bartender is cleaning some glasses. »Hello again«, you say and try to talk louder than some people that are singing next to you. »What'd'ya want?«, he asks in a very unfriendly manner. »I need a room to get some rest.« »With service or without?« He spits into the glass and starts to rub violently. »Erm ... without«, you tell him, though the figure and face of Carla come immediately to your mind. »Here ya go.« The bartender hands a very heavy

key over to you. He whistles very loudly and shouts: »Carla, come over here!« The next moment, you see Carla coming towards you. »What do you need, Chuck?«, she asks, rather annoyed. »I was just having a really lucrative client over there.« »Our customer here needs a room«, he growls, then he pays no more attention to you and continues to spit on the glasses and rub them afterwards. »Follow me«, Carla says. You can tell from her expression that she is very, very much annoyed. Still, her face is beautiful as ever. You follow her up some stairs in an awkward silence. »So ... what's with Chuck?«, you ask her. »What about him?« »He seems very ... grumpy and silent«, you tell her. »None of your business. Something happened some years ago, but don't ever ask him, what that was.« She shoots you a scrutinizing look. In fact, you are already thinking of the best way to get to know the secret of Chuck. »I'm serious«, she says, »whatever you do, don't ask him. Otherwise it can get messy.« You nod, but your thoughts are elsewhere. Eventually, the two of you arrive at your room. It has a big, heavy, dark brown wooden door with some symbols carved into it. »So, here we are«, Carla states without emotion. »If you need anything, don't try to call me.« Then she turns around and walks away before you can even think about a reply.

 Go to Chapter 1.17.

## 1.17 *Sorry Sweetheart*

At first, you think about going after Carla, but then you decide to stay in your room and go to sleep instead.

On the next day you walk downstairs to the main hall where you find Carla sitting at the counter. You take all the courage you can get, then you walk over to her.

»Hello«, you say shyly, »I wanted to apologize for my behaviour last night. I don't know what it is with you and the expression »Sweetheart«, but I promise that I will never again call you like that.« Carla looks sceptically at you, waves her hand and says: »Whatever. Never mind, I might have overreacted a little bit, too.« »So, we're good?«, you ask her. »Sure.« Still you can hear that she isn't okay at all, but you don't want to push her to telling you what is bothering her. You doubt that she would tell you. You two sit in awkward silence, then you wave goodbye to her and hurry back to your room.

The rest of the day, you explore the tavern and its inhabitants. Then you go to bed and try to get some rest.

🚩 Go to Chapter 1.18.

## 1.18 Regular sleep

You sleep for about eight hours, which relaxes you quite a bit. Though you had some drinks last night, you don't have a hangover at all. You hurry to get downstairs because you are really hungry and thirsty. When you get down to the main hall, you see Carla standing in one of the corners. You decide to go over to her.

»Hey, what's up?«, you try to start a conversation. »Do you have any **rum** for me?«, she asks you back.

🚩 If you have a **bottle** of **rum**, you can now give it to Carla. Go to Chapter 1.44.

🚩 If you don't have a **bottle** of **rum** with you or don't want to give it away, go to Chapter 1.45.

## 1.19 You really need a nap

Your room looks really nice. There is a huge bed in the middle of the room, the walls are covered with carpets and pictures showing different sceneries of the island. There is even a small table with a chandelier standing on it in one of the corners of the room. You consider to do something else before you go to bed, because you would really like to know about the secret of Chuck, the bartender. You could also spend your time with Carla, but then you decide that it would probably be best for you to rest now. You lie down on the bed and are asleep the second your head touches the pillow.

🚩 If you want to sleep for about 6 hours, go to Chapter 1.20.

🚩 If you want to sleep for about 8 hours, go to Chapter 1.18.

🚩 If you want to sleep for about 10 hours, go to Chapter 1.21.

## 1.20 Chuck's secret

After some time, you wake up again and realize that you didn't sleep much longer than 6 hours. When you got down into the main hall of the tavern, you notice that almost everybody is gone now. Just Chuck is still there, spitting and rubbing glasses. You notice that he's got a big glass of something golden-brownish, probably rum, standing in front of him. Now seems like the best time to talk to him if you want to know his secret. You just have to think about how to do it.

- 🚢 If you want go ahead and ask him right away, go to Chapter 1.27.
- 🚢 You want to talk to him in a more diplomatic way. »Is everything alright?«, you ask . Suddenly you see a tear glistening in his one eye. Go to Chapter 1.25.
- 🚢 »May I join you with a drink?«, you ask Chuck and take a seat at the counter. Go to Chapter 1.26.

## 1.21 A looong nap

You sleep for about ten hours. When you finally wake up, there isn't much left to do. You don't want to leave the tavern at the moment, so you think of activities you could do. The services offered by some men and women downstairs come to mind. Also, you could go and have a drink. You feel a thirst ... The decision is yours.

- 🚢 If you want to go to the main hall and order something to drink, go to Chapter 1.22.
- 🚢 If you want to go to the main hall, where all the nice men and ladies are situated, you could ask one of them for their services and follow them into your room, go to Chapter 1.10.

## 1.22 A drink with Chuck

»I'd like some rum, please«, you tell Chuck as you approach him. He just nods, turns, and a minute later you've got a glass of rum standing in front of you. You try a small sip, just to find out that it is probably the best rum you've ever drunk. You finish the whole glass in just one sip. You think about ordering another one. Maybe you shouldn't drink too much, but then again you don't have much more to do. In one corner you can see Rhyming Rumdrinking Ralf enjoying his rum. You could join him, if you like to. Now you have to make a decision.

- 🚢 You can order another drink. You are young, so who cares? If you want to do that, go to Chapter 1.36.
- 🚢 If you don't order another drink and go to get some sleep instead, go to Chapter 1.24.
- 🚢 If you want to take your glass and join Ralf, go to Chapter 1.28.

## 1.23 Casus Duckus

»I'm sorry, I can't give you the **duck**«, you tell him, »I can use a bit of luck for myself.« He just shrugs and turns towards the crowd to continue to sing along with them. You now realize how thirsty you are and decide to go to the counter and order something to drink.

- 🚢 Go to Chapter 1.22.

## 1.24 Deep Sleep

Despite your drink(s), you arrive safely at your room. The moment your head hits the pillow, you have

- 🚢 If you came from Chapter 1.25, 1.35 or 1.37, go to Chapter 1.18.
- 🚢 If you came from Chapter 1.40, go to Chapter 1.14.

## 1.25 Chuck's Story

»We are now in the fifth year after the ... incident«, he reports, his voice shaking. »What happened?«. »My wife ... and my children.« Chuck does not manage to say any more. His voice breaks away and he starts to sob. You gently touch his arm. »It's okay. You can tell me, I will keep it a secret. What happened to them?« At first, Chuck does not react, but then he starts to talk. You've never heard him say this many words at the same time. He tells you, that his wife had an affair with a pirate and how that guy had put some gunpowder into their house when his wife decided to leave him. Chuck was not present, and his wife and their two children, five and three years old, died in the explosion. He didn't even find the bodies, they were torn into pieces. Since then, Chuck is blaming himself for not challenging the lover of his wife and preventing this terrible event to happen. Nobody could prove the man's guilt, yet Chuck is certain. Ever since, he thinks of a way to get his revenge. But he couldn't be a pirate anymore, that's why he built up this tavern.

»It's okay«, you tell him again. »It was not your fault. You couldn't do anything against it. Sometimes bad things happen and we somehow have to deal with them, no matter how terrible they are. I am sure your wife and children wouldn't want you to weep for the rest of your life, they would want you to start all over again.« He sobs a little more, then he straightens his back and says: »Alright, I'll try to be strong. Thank you for your support, it was good, talking to someone. Here, take these **Monkey Cookies**. It's the least I can do for you.« You thank him many times as you take the **Monkey Cookies** he offers to you. Though you don't find them very tasty (despite the advertisement in *Cosmopiraten* states something different) it's nice of Chuck to give them to you.

- 🚢 If you can't think of a reason to stay any longer at the tavern and you decide to go to the harbour instead, go to Chapter 14.
- 🚢 You can't think of a reason to stay any longer at the tavern, but you've heard about the back alley. If want to check it out, go to Chapter 6.
- 🚢 If you want to stay a little bit longer at the tavern, you order another drink and then you go to bed. Go to Chapter 1.24.

## 1.26 Drunk Buddies

The two of you start to drink and the further the morning goes, the more drunk you get. »Ya know«, Chuck finally tells you, »my full name is actually Cuck LeRoy, my parents are from France.« »I've always wanted to go there«, you tell him, then you start to laugh. »What?« »You're looking really silly«, you tell him and start to laugh again. »You call me silly?«, Chuck asks, suddenly very aggressive and the next moment the two of you start to fight until a guard, comes to separate the both of you. »Who started this?« One drunken fellow at the counter points at you. »He...hiccup...he did, Sir«, he says while putting one hand to his forehead to imitate a military greeting. »Alright. So come with me. I'll get you to jail, maybe you'll get sober there and then you'll have plenty of time to think about how to act in public«, he tells you as he grabs your arm and takes you away.

🚢 Go to Chapter 8.

## 1.27 Stupid you

»So, Chuck, I've heard that some bad event happened in your past. What was it? Did you kill someone? Like, maybe your wife? I bet it is a violent story. I'm really eager to hear about it, but nobody will tell me.« Chuck looks at you and you can see that he's been crying. »You know nothing«, he tells you. »So tell me then. Did someone die?« »My wife and my children«, he answers, »they were murdered by her affair.« »Then your wife doesn't deserve otherwise«, you state and in the next moment you find yourself facing a butcher knife pointed at you. »How dare you say that!«, Chuck screams, then the knife falls down at you. You can feel a little sting in your neck, then everything goes dark.

Congratulations, you just died! You should really consider being a bit more discreet and don't blurt out insensitive details of your fellow pirates around you.

🚢 The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 1.20.

## 1.28 The Riddle

»Hello«, you say as you approach Ralf. He's just smiling at you in a very dorky way. »I have something for you, just solve the riddle, others want it, too-«, he stops for a moment, clearly thinking of a word that would rhyme on »riddle«. Then he continues, »fiddle.« He nods proudly.

»Ok, so tell me the riddle, then«, you say.

»I have a lots to say, but can never speak. Knowledge is the thing I eat. Inside me adventures you will find quests and treasures of every kind. For all those that wish to visit me your hands are the ultimate key. What am I?«

- 🚢 If your answer is »a hidden treasure box filled with parchment rolls«, go to Chapter 1.29.
- 🚢 If your answer is »the imagination«, go to Chapter 1.30.
- 🚢 If your answer is »the book«, go to Chapter 1.31.

## 1.29 A hidden treasure box filled with parchment rolls

»Sorry I am, that's wrong, man«, Ralf tells you. You can now decide if you want to try it again or leave the tavern.

- 🚢 If you want to solve the riddle again, go to Chapter 1.28.
- 🚢 If you want to leave the tavern and go to the harbour, go to Chapter 14.
- 🚢 If you want to leave the tavern and go to the back alley, go to Chapter 6.

## 1.30 The imagination

»Sorry I am, that's wrong, man«, Ralf tells you. Suddenly you see guards coming at you. »We have to arrest you«, they tell you. »Why?«, you ask them, »I haven't done anything wrong.« »There was an accusation of sexual assault. We have to check if it's right, but until then you go to jail.«

Do you want to go to jail?

☛ If you are willing to go to jail without a fight, go to Chapter 8.

☛ If you won't give up without a fight, go to Chapter 1.32.

### 1.31 The book

»That's correct, I've checked!«, he tells you joyfully. Then he hands you over a piece of paper: »**How to become a pirate in 7 steps**«. You put it into your pocket – you'll need it later.

☛ If you've already been at Chapter 1.18, continue at Chapter 1.34.

☛ If you've not been at Chapter 1.18, go to Chapter 1.22.

### 1.32 You won't take me alive!

You take the butter knife next to you and aim at the guards. You're doing quite good for some time, but soon you find yourself surrounded.

☛ If you want to give up and go to jail, go to Chapter 8.

☛ If you want to continue to fight, you can make it! Go to Chapter 1.33.

### 1.33 I will not lose ground nor will I yield!

You aim again and try to take down two guards at once. You manage to stab one in the arm, but the butter knife does not do much damage. Soon you are surrounded again, then you feel a sharp pain inside your chest. As you look down on you, you can see a rapier impaling you. Everything goes dark.

Ba-da-daaaam (imagine dramatic sound and picture a rodent turning its head), you died. Should've picked some better weapon, dumbass!

☛ The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 1.22.

## 1.34 Dark dealings

After some time you spot Carla again in the main hall. Since you now got what she wanted and she isn't distracted by a customer at the moment, you walk over to her and whisper, »May I talk to you for a second? In private?« She nods, looks around to check if anyone is observing you, then she pushes you through a door next to her. You realize that the two of you are now in the pantry. »What do you want?«, she asks you. »I've got what you wanted – the document ›**How to become a pirate in 7 steps**«. Could that be useful to you?« You show her the document. She studies it, then a grin emerges on her face. »That's exactly what I've been looking for. Thank you!« She kisses you on the cheek. Then she observes you and adds, »I don't know how to thank you properly, but I think, this might be an appropriate reward for your troubles.« She hands you over a beautiful **necklace** of pearls. You thank her for the **necklace** and put it into your pocket. »Now I have to get back inside the main hall, it is likely that there are already new customers waiting for me. Oh, and if by any chance you manage to visit the Floating City, do it. It is great there!« She gives you another kiss on the cheek, then rushes outside. You remain a few seconds longer in the pantry, but then the smell of dried meat starts to give you headaches and you step outside, too, while you are already thinking about what to do next.

- 🚢 If all this talking has made you very thirsty, you decide to go to the counter. Go to Chapter 1.22.
- 🚢 If you don't think that you want to stay in the tavern any longer, you can decide to go to the harbour. Go to Chapter 14.
- 🚢 If you don't think that you want to stay in the tavern any longer, you can decide to go to the back alley. Go to Chapter 6.

### 1.35 Slightly getting there...

After the next drink, you start to feel a little bit of a tingle in your fingertips. Is the floor suddenly shaky or is that you? Maybe it will go away if you just take another drink ...

- 🍷 That shaky feeling is really annoying and after all, alcohol is the best medicine, isn't it? If you want to order another drink, go to Chapter 1.36.
- 🍷 Maybe some rest can help you against the tingling and the shaky feeling. If you decide to go to bed, go to Chapter 1.24.

### 1.36 One glass won't hurt.

Just one more drink won't hurt anyone. You order another glass of rum. This time, you try to enjoy it more than the last one, but it is really hard not to drink it in one sip again. When you are finished, you still long for the rum. Now you just have to decide if you should go for another glass of it or not.

- 🍷 It is really tasty and at the moment you don't feel anything of the alcohol, so why not? If you want to order another one, go to Chapter 1.37.
- 🍷 You are not drunk yet, but still you don't want to get drunk today. If you decide to go to bed instead, go to Chapter 1.24.

### 1.37 Just one last drink!

Your next drink will be your last, you assure yourself as you are nipping on your rum. Instead of getting less shaky, you now have the feeling that you are on a ship, floating in a very violent ocean. You don't mind any more. Should you order another drink? This could be your last possibility to go to bed, if you don't take it, you might end up drinking the whole night through.

- 🍷 »One more drink, pl – burp – please!« Go to Chapter 1.38.
- 🍷 »I should really go to bed now«, you slur, then you stumble as you try to get up from your seat and to your room. Go to Chapter 1.24.

## 1.38 More Rum, dammit!

You finish your drink and instantly order the next one. You are way beyond the point of free decision now.

 Go to Chapter 1.39.

## 1.39 Less sing togethrar, myyy frans!

*»His heart as heavy as a stone,  
For he was all alone.  
He sailed the seven seas,  
But never saw Tortuga trees.«*

you sing along with the crowd, very loudly and very wrong. In one hand you wave your glass of rum which is already finished again. The next is standing in front of you on the counter.

 Go to Chapter 1.40.

## 1.40 Lemme drunk, Iam throuugh!

Everything is starting to swirl around you. You can't pronounce one single word right and are falling down the moment you try to walk. After a few attempts, you just keep lying on the floor, sometimes singing along with the crowd and waving your glass of rum, sometimes just talking random stuff. At some point, someone comes to you and helps you up and together you walk upstairs to your room, though you won't remember much of that on the next morning.

 Go to Chapter 1.24.

## 1.41 Nothing to see here

The room is just looking the way you remembered it, but the **duck** and the **map** are gone. As far as you can see, there is nothing of value for you here anymore. You decide to go back to the main hall of the tavern in order to drink your next glass of rum and maybe do some chitter-chatter.

 Go to Chapter 1.22.

## 1.42 A little secret

As you investigate the room a little further, you can spot the **duck** again. You can't see anything else interesting. Maybe you should take the **duck** with you? It's your decision ...

☛ If you want to take the **duck** with you, go to Chapter 1.12.

☛ If you don't want to take the **duck** with you, go to Chapter 1.43.

## 1.43 Duck and cover!

Though the **duck** looks funny, you don't think that you can do anything else with it than just staring at it. So you leave the **duck** where you found it in the first place and decide to go back to the main hall of the tavern. When you come there, you hear people singing the famous song »The Ballad of Tortuga Trees«. You join them during the second verse them singing:

*»His heart was left ashore,  
Longing for her more and more.  
He sailed the seven seas,  
But never saw Tortuga trees.«*

Then you spot Rhyming Rumdrinking Ralf among the people in the crowd and since you don't have anything better to do, you decide to walk over to him and talk to him. »How are you?«, you ask as you approach him. You have to ask him a second and a third time, because the people next to you are now singing that loud that you can't understand your own word. »I'm good and in great mood«, he finally answers you. You are putting your hand into your pocket, to check if the **map** is still there and realize that you must have lost it somewhere. Frantically, you start searching for it, until Ralf shouts: »What's that over there? Or don't you care?« You look into the direction Ralf is pointing to and realize that it is your **map** lying on the floor. »Oh, thank God!«, you heave and get to pick it up. Ralf is peeking over your shoulder and murmuring something. Suddenly you realize that he is reading the words that are written on the **map**. »You understand what is written there?«, you ask him very surprised. »Sure I can, I'm a witty man.« You doubt that a little bit, but still you get excited. After all, you now have found a solution for your problem. »Can you translate it for me?«, you ask. Ralf immediately starts to shake his head. »I maybe could, but don't think I would.« »Why?« »I want a

reward that I can put on my sword.«, he explains to you. Of course. Nothing is for free. »How much money do you want?«, you ask him. Again, he shakes his head. »Not one bit, don't give a shit, want something else instead, a pet I can feed bread.« You start to think about some animal that could be liked by Ralf, but you are not sure what pet he is aiming for. Or even if he's meaning a **duck** literally or just metaphorically. »I'll get you something animal-like«, you promise him, then you realize how thirsty you are and decide to go and fetch something to drink.

 Go to Chapter 1.22.

## 1.44 Where is all the rum gone?

»Sure, here you go.« You hand her over the **bottle of rum**. Carla drinks it very fast and not much time passes until she gives you a now **empty bottle**, a **bottle full of air**. »Thank you«, you say as you put the **bottle** back into your pocket.

 Go to Chapter 1.46.

## 1.45 Why is all the rum gone?

»I'm sorry, I don't have any **rum** with me«, you say to Carla. »Never mind. I'll get some somewhere else then.«

 Go to Chapter 1.46.

## 1.46 The story behind it ...

»So, why do you need **rum**?«, you ask Carla. »I've been through a rough time recently«, she tells you. You get the feeling that she already has drunken a few glasses of **rum**. »Do you want to tell me?«, you ask her. Suddenly she starts to laugh. »Do I want to tell you? Certainly not!« She starts to laugh even more, then suddenly gets serious again. »But you know what? I'll tell you anyway.« She certainly is quite drunk. »But, first you have to promise something.« She raises a finger in the air and is waving it in front of you. »Sure, I'll promise anything«, you tell her and wait impatiently to hear her story. »Promise that you are no pirate – I can't stand them.« You promise that you are no pirate, then Carla starts to tell you her story. »I was once engaged to a handsome young man. He was at the Royal Navy and we were very happy together. We were about to get married soon when

I got the message that he got killed, but not in battle, he got cowardly stabbed in the back. A fucking pirate did this. And because I am a woman and I have never really learned anything, I had to get a new job. All I was able to get was this shitty employment in the tavern. Now, due to the pirates I lost everything – the love of my life, my income and the freedom to do with my body what I want. But you know what?« She leans over to you a little bit closer and whispers, »I've got a plan. Here are many pirates. If I wait for the right moment, I can have my revenge. Therefore all I have to do is to observe them, act like I'm one of them and then stab them in the back like they did.« She starts to giggle frantically. Her beautiful appearance paired with her drunkenness make her seem crazy all the way, but not less attractive. »You know what I would need to complete my plan?« You shake your head. »A clue how you become a pirate. If I had that, I could prevent people from becoming like that and maybe could extinct all of them.« She grabs your arm and looks you in your eyes very intensely. »If you find something like that, promise me to give it to me.« You promise her, then you try to get away of her as fast as possible, because suddenly she is scary all the way.

- 🏴‍☠️ If you've already gotten the document »**How to become a pirate in 7 steps**«, go to Chapter 1.34.
- 🏴‍☠️ If you've not found the document »**How to become a pirate in 7 steps**« yet, go to Chapter 1.22.

## 2 Ruby Bay

AUTHORS: FELIX & SCHEMPPY

oming from the ocean the first thing you see is a ship that has been brought ashore. You can enter the ship through an opening in the hull. When you approach the entrance, you notice, that the ship is just the entrance to a wider area with various bars and buildings. On your left-hand side, you see a small grove of palm trees with some hammocks hanging between them. On the right-hand side, a bar is surrounded by a pool with floating tables. In the centre of the areal you see a building that is the heart of Ruby Bay. It is shaped like a lying pineapple.

-  If you decide to give the pineapple a closer look, go to Chapter 2.1.
-  If the hammocks between the palm trees have caught your attention, go to Chapter 2.2.
-  If you feel like having a drink at the bar, go to Chapter 2.3.
-  You long for the waves and the sea? If you have **a ship**, you can go to Chapter 16.

## 2.1 Pineapple

You enter Ruby Bay and walk through a foyer with a treasure like shaped counter where a young woman stands and offers information about the different possibilities you have in Ruby Bay. To the various sides of the foyer you see doors shaped in the form of a rum bottle leading to different sections of the pineapple. In total you count three doors leading out of the room.

- 🍷 »Hey there beautiful lady. What can a pirate like myself do around here?«  
Go to Chapter 2.1.1.
- 🍷 You go to the door on the left. Go to Chapter 2.1.2.
- 🍷 You go to the door in the middle. Go to Chapter 2.1.6.
- 🍷 You go to the door on the right. Go to Chapter 2.1.7.
- 🍷 You feel in need for a little fresh air. Go to Chapter 2.

### 2.1.1 So many choices

»Good day to you. Welcome to Ruby Bay where every pirate's dream comes true. Drinking, singing, partying. Whatever it is you want – we've got it.«

»Behind the door to the left you can go and visit an epic Rap Battle of Pirates. The door in the middle will lead you to the dance floor where a shanty choir is running the show tonight. Door number three to my left leads to every man's desire.«

»I recommend you to try out our special offer of the week: If you got a voucher from the latest issue of *Cosmopiraten*, you may get 50% off your second rum at the floating bar between 6 and 8 pm.«

So what shall it be?

- 🍷 »I try out the Epic Rap Battle of Pirates.« Go to Chapter 2.1.2.
- 🍷 »I love a good shanty. I'll take the middle door.« Go to Chapter 2.1.6.
- 🍷 »I need satisfaction for my desires.« Go to Chapter 2.1.7.
- 🍷 »I think I just return to the outside areal.« Go to Chapter 2.

## 2.1.2 Epic Rap Battle of Pirates

You enter a huge room with a stage in the middle. As it is late afternoon there are only few people here. You see an old pirate captain on the stage. There are several groups sitting around and rehearsing some of their lines.

As you look around you hear the old captain: »Arrrrr. Does anybody around has the guts to challenge me in a Rap Battle? The prize for the winner is this shiny compass.«

🚢 »A compass sounds great. I know all the rimes there are. I give it a try.«  
Go to Chapter 2.1.3

🚢 »That sounds boring. I have a look at some other places.« Go to Chapter 2.1.

## 2.1.3 Getting ready

»Look what we have here. A land rubbing rat. So bring it on then, young lad. The winner takes the prize. As you are the challenger you may start now.«

🚢 »Okay prepare to get roasted.« Go to Chapter 2.1.4.

🚢 »You may start first.« Go to Chapter 2.2.5.

## 2.1.4 Roast!

*»Your boat ashore, makes you look boring even more.  
When the navy comes into bay, all you do is sail away.  
Go and pack your stuff, as you only bluff.  
Do a favour to your crew and start all anew.«*

The people around don't seem to be too impressed.

The old pirate captain starts his rhymes.

*»You came to Tortuga bay only there to stay.  
All the while even landlubbers laugh at you and smile.  
I wouldn't take you in my crew even just to clean the loo.  
So now fall in grieve and just go and leave.«*

A young pirate you haven't noticed before enters the stage and shouts: »Who won? Who's next? You decide! If you are in favour of the young sailor to my left give me your loudest Arr.« A few people give a half-hearted arr. »And now, how did you like the performance of Captain Swear-a-lot?« The people answer with a very loud arr. It is clear you lost this battle. You are shown out to the foyer. Behind you hear the captain shouting: »Come back when you are ready.«

 Go to Chapter 2.1.

## 2.1.5 »**Y**ou may start«

*»Have you ever seen such a whiney little sailor.  
Cannot even run a whaler.  
Has not been to battle yet, only ever mother met.  
Down to gallows you go, as you are not able to steer a boat.  
So, leave now please or I go and poke your knees.«*

You feel like this was the weakest line you have ever heard. That boosts your confidence that much that you start rhyming:

*»I come strapped with six pistols and a dagger.  
Walk under the black flag with the scallywag swagger!  
Ain't no parrot on my shoulder and no rings in my ear.  
I'm an irate pirate; real swashbuckling buccaneer!  
  
Beef with me? Please! I'm the high seas Caesar!  
My cold heart is many degrees beneath the deep freezer!  
You're an obese, greasy sleaze squeezing a diseased peter  
That no skeezer would touch if she had fifty foot tweezers!  
Don't start a war with me; you're not hardcore!  
I'll pimp-slap those face scars of yours: port and starboard!«*

A young pirate enters the stage and shouts: »Who won? Who's next? You decide!« If you see Captain Swear-a-lot in the lead give me a loud arrr.« Very few pirates give a weak arr.

»And if you see our young sailor here as the winner of this battle and therefore new champion of the Epic Rap Battle of Pirates give me your loudest arrr.« The crowd goes wild and you obviously won this battle. You claim your prize – the **shiny compass**.

 Go to Chapter 2.1.

## 2.1.6 Shanty choir

Some tables are set in front of a stage and it looks like this place was just cleaned and set up for the evening. At the moment nobody is around.

 Return to Chapter 2.1.

## 2.1.7 Place of desires

When you try to enter the place you notice that it is still locked. Maybe you should come back later?

 Return to Chapter 2.1.

## 2.2 Palm Grove

As you walk over to the little grove you notice a snore coming out of one of the hammocks.

 If you lay down and have a nap, go to Chapter 2.2.1.

 If you want to look for the source of the snoring, go to Chapter 2.2.2.

 You don't feel tired and in the mood for relaxation. Go to Chapter 2.

### 2.2.1 Sleeping

As you lay down, you notice that you cannot fall asleep with all this snoring going on.

 You decide to look for the source of the snoring. Go to Chapter 2.2.2.

 You don't feel the need of sleep anymore. Go to Chapter 2.

## 2.2.2 The lispling pirate

As you manage to locate the source of the snoring you go to one of the hammocks.

🚢 »Hey wake up there!« go to Chapter 2.2.3.

🚢 You decide to leave. Go to Chapter 2.

## 2.2.3 The source of snoring

»Whatsh happening? Shant a honesht pirate have a quiet minute here?«

»You are disturbing everybody around here.«

»But Itshh not my fault. I jushht partied all night long. I want to forget about tshhe govenorsh daughter. I will never be with her. I even wrote her a **love letter**.«

»So you don't need the love letter anymore?«

»I shtil hope. If only shomebody would deliver it for me. I am to shy to do it myshelf.«

🚢 »I could do that for you.« Go to Chapter 2.2.4.

🚢 »What kind of a pirate are you?« Go to Chapter 2.2.5.

## 2.2.4 Being nice once in your life

»You would do thishh?«

»Of course.«

»But how can I trusht you?«

»I swear by my pirates honour.«

»Hmm thatssh good enough I gueshh.«

He hands you a **love letter** you are supposed to bring to the governor's daughter.

🚢 Go to Chapter 2.

### 2.2.5 Stupid idiot

»Nobody likes me.« He starts crying. »Leave now and never come back.« he shouts as he throws a coconut at you.

 Go to Chapter 2.

### 2.3 Waterbar

You come to the bar and wonder how all the pirates with their wooden legs can ever go near the bar. You are just glad that you still have your two legs. You strip your shoes and jump into the knee-deep water. At the bar, you see a tablet with several bottles of rum. There is only one left. As you read about this brand in *Cosmopiraten* you grab the **bottle of rum** and leave.

 Return to Chapter 2.

### 2.4 Wake up

You wake up on the shore and are not entirely sure how you ended here. The only hint you have are a lot of dead fish lying around you.

 Go to Chapter 2.



### 3 The Governor's Residence

AUTHORS: ANNIKA & SCHAUMI

**A**s you follow the main road through the town, you get to the hill that leads all the way up to the Governor's Residence. A huge stonewall is surrounding the wCole property, which contains a magnificent big house and a very meticulously groomed garden, full of palm trees, tropical flowers and some bushes here and there. Stairs are leading up to it, and you can see several guards standing around on them, having boring conversations – probably about the best and cheapest whores in town – and secretly having a sip of rum, when they feel unnoticed. They are wearing navy uniforms. You look down at yourself and notice that with your kind of getup, you probably won't be able to just stroll in there without getting kicked out after a few seconds.

- 🚢 If you decide to enter the residence through the front door, go to Chapter 3.1.
- 🚢 If you decide to scout the property and walk around the residence, go to Chapter 3.2.
- 🚢 Have you already talked to the governor's daughter? In this case you can decide to visit her again. Go to Chapter 3.4.
- 🚢 Have you already found the hidden path? In this case, you can decide to use it. Go to Chapter 8.

### 3.1 Using the front door – seriously?

You decide to stand your man and enter the residence through the front door.

You fool. Immediately two guards run up to you and try to grab you, to kick you out again. You scan your surroundings very briefly in order to find a possibility to escape. It is a grand hallway, with chandeliers on the ceiling and golden details on the walls. The floors are covered in holy red carpets, on which you are now leaving a thick, gross mud trace as you start running down the hallway towards the stairs, which are leading up to the first floor. The guards are chasing you, but one of them accidentally slips on the mud trail you just left behind. As you reach the first floor, two other guards appear in front of you, and try to stop you.

You notice there's no other way to escape, except for a big door to your left. So you push down the handle and rush into the room. The three guards stumble into the room together with you, but as everyone is getting a chance to notice what is going on in there, you all stop – almost frozen – to look at the following scenery:

You are standing in the middle of a rich, grand bedroom and are watching a passionate love play between two grown men, in a position that the human body normally should not be capable of. You recognize one of them as the governor himself. The guards don't know how to react, so you see your chance, and make your way towards the window. Before you courageously throw yourself out of the window, you take one last scan around the room – the guards are still in shock and unable to move – and notice a large painting of the Floating City on one of the walls.

As you land in one of the bushes – surprisingly unhurt but still in disbelief about what has just happened – you find yourself on the property of the residence again.

 Go back to Chapter 3.

### 3.2 Sneaking around

You decide to scout the property and take a stroll around the gardens. What a wise decision. You turn right and follow a small graveled path. A bit offside, you notice one of the guards leaning against a palm tree, polishing his sabre. He seems to be

very occupied with what he's doing, so you just continue your promenade. You reach a pavilion with a nice view over Tortuga and its bay. You come closer and enjoy the splendid view for a couple of minutes.

Suddenly, you realize there is a **suspicious looking box** right in front of your feet. You have the strong feeling there's a cat inside. But you're not sure if it is alive or dead. Without putting deeper thought into this, you take the **suspicious looking box** with you.

You continue walking and get to the back of the residence. You see a romantic balcony with lots of flowers and some ivy which is growing all the way down to the floor. Between all these flowers, you catch a glimpse of a beautiful young lady, who is sitting on a bench and flipping through a magazine. Entranced by her beautiful looks you stop walking, and enjoy this quaint scene. As you stand there, staring up at her, she suddenly lifts up her head and her eyes meet yours.

»Hello there, stranger. Are you lost?«

You feel caught and you're not sure of what to say now. Luckily, she continues talking, before you have to answer. »Are you a ... sailor perhaps?« With a slight hint of a smirk on her face, she now gives you a rather seductive look. You decide that this is a good story to go with, and answer her question in the affirmative.

With a satisfied look she continues the interrogation. »So you're from the navy ... and probably looking for a **letter of recommendation** from my father?«

»W-what **letter of re-recommendation**?« you stutter as if you were still so enchanted by her beauty, that it doesn't stand out that you have no idea what she's talking about.

»The **permission** to get on King Henry ... if you know what I mean ...«

The second you want to answer her, you get spotted by one of the guards. The governor's daughter disappears into her room without another word, you only catch a last glimpse of her white dress flowing into the inside of the residence.

Still a bit bedazzled by her countenance you don't even try to escape the guard, who enthusiastically throws himself onto you. You push him away from you, and stand up. Since the guard is pretty old, he needs a little longer for that, and you use this moment to think about what to do next.

🏴‍☠️ You do not say anything, but start running away. Go to Chapter 3.2.1.

🏴‍☠️ You realize that you still have the **suspicious looking box** in your hands. Without further thinking you hand it over to the guard. Go to Chapter 3.2.2.

### 3.2.1 **Run, run, ruuuuuun!**

You decide to run away. Nice try. You run around the next corner of the residence, and promptly bump into a big row of guards, who seem to be in the middle of some practice maneuver. Immediately the whole unit of guards throws themselves onto you with their metal garments on. Your squeezed deformed body gets dragged into jail.

🏴‍☠️ Go to Chapter 8.

### 3.2.2 **Stupid move – but it works**

Are you actually that stupid, to think this **suspicious looking box** is going to help you out of this situation?

As the guard – a bit confused – grabs the **suspicious looking box**, you immediately notice from his expression, that he is getting the same question as you had, when you first found it. Is there a cat inside? He is very focused on the box, and turns it around in his hands several times.

A bit surprised by your success you just walk out of the property again, lightly whistling a pirate shanty, as you make your way back through town to the harbour.

🏴‍☠️ Go to Chapter 14.

### 3.3 Smelly tunnels aren't nice

After a very long walk through a very dark and very smelly tunnel, you finally see a glimpse of light a few meters in front you. A bit faster you walk towards that light, rubbing your head, which suffered a bit under this walk because of several collisions with the ceiling of the tunnel.

You get to a trap door, open it and find yourself standing inside a little garden shed. As you open the door you realize that you are on the property of the governor's residence.

You walk a bit and get to the main entrance of the property.

 Go to Chapter 3.

### 3.4 The chance of your life

You sneak through the property, directly to the balcony of the governor's daughter. Luckily, there are no guards around at the moment. She doesn't seem to be on the balcony right now, so you decide to climb up the ivy and just creep into her room.

After climbing over the railing, you are now on the balcony. On the bench that the governor's daughter was sitting on the last time you saw her, you can see the latest edition of *Cosmopiraten*. The doors to her room are open, but some white fancy curtains are blocking the view inside. Without knocking or making yourself noticeable in any other way you just enter her room. You see her sitting in front of a grand mirror brushing through her long blond hair while singing a quiet beautiful melody. She is still wearing her long, flowing night gown, which accents her very well-shaped body quite nicely. As she notices your reflection in the mirror, she turns around with a soft smile on her lips and starts talking to you.

»Ah it's you again, sailor. What's the purpose of your visit?«

»I just wanted to see you again, my love. I've been dreaming about your beauty since my last visit.«, you reply to her with a hint of a blush on your cheeks.

»Do you – a simple sailor – really think that you can just walk into the governor's daughter's room with such a cheesy line, and expect me to instantly fall in love with you?« A sweet, yet offended giggle comes out of her rosy lips.

- 🚢 The whole situation is making you so embarrassed and uncomfortable, that you just run out of the room and jump down the balcony. Go to Chapter 3.
- 🚢 Do you have a **love potion** with you? You are lucky. Go to Chapter 3.4.1.
- 🚢 Do you have a **pearl necklace** and the **love letter** with you? Go to Chapter 3.4.2.

### 3.4.1 **Just swallow the whole thing**

Nevertheless, she offers you a cup of freshly made tea, and gives you a flirtatious look. What a lucky coincidence. You take a seat on the foot of her bed, and dare to ask her for some biscuits to go with the tea. She smiles affirmatively and turns to one of the tables to get them.

You take this chance and pour some of the **love potion** into her cup of tea. Accidentally the bottle slips out of your hands and the entire substance empties itself into the cup. The tea starts to change colours from red to green to pink to blue to black and starts to make some boiling noises. Terrified and unable to cope with this situation you swallow the whole fluid, before she can notice anything of what has just happened. You gulp, and in this very second she turns around again and looks deeply into your eyes. You notice the potion showing effect. Your vision gets blurry and in the next moment, all you can see are roses. And in the middle of them stands this indescribably beautiful looking young woman.

The **love potion** is giving you some never before known flirting skills, and in – what feels like a second later – you're both naked, lying in bed, sharing a very intimate and passionate moment together.

You blink several times and realize, that you are outside. You can't remember anything of what happened last night, you just notice a paper sheet in your hands. You try to make out what's written on it. It is the **permission** to get on the HMS King Henry, the battleship at anchor outside the port of Tortuga. Congratulations.

🚢 Briefly turn to Chapter 17.3 and come back afterwards.

Now you realize that you are completely naked, and full of bruises and bite marks. What an unpleasant and awkward situation. On your way back to the entrance of the property you collect your clothes, which are scattered all around the garden, and dress yourself again, trying real hard not to get caught by any of the guards.

🚢 Go to Chapter 3.

### 3.4.2 **Rice move!**

»I am not that kind of a person to just walk into a lady's room, unprepared. Accept this proof of love from me and give me a chance to prove I am worthy of your precious time.«

You hand her the **pearl necklace** which reflects the sunset light beautifully. She takes the necklace and analyses it with a pleased, yet critical look. While she is doing that, you remember about the love letter you got from the strange lispng pirate in Ruby Bay. He actually asked you to hand it over to her in his name, but you decide to use the very well written poem for a greater good. You start to recite those wonderful words full of passion and love and immediately see a successful result. Moved by your performance, the governor's daughter sinks down onto the foot of her bed and slowly starts undressing the very few things that she's wearing. You're kind of surprised by the quick development of the situation, but can't take your eyes off her pure and fair body.

A very passionate love play between the two of you starts, and she is introducing you to several new techniques that a person with her status shouldn't actually know about. In the middle of this scene you find yourself in a very interesting position, with both feet chained to the ceiling of the canopy bed. Hanging there, upside down, you are able to have a look underneath her bed, and spot several sex toys, from which you can't get a clear idea of how they are supposed to work. Next to them, there are several important looking letters, and you realize that they are

copies of the **permission** to go to the battleship HMS King Henry. She is probably storing them there, to trade them against physical interactions with young sailors.

After you are finally freed from the chains, you let your ravished, exhausted body sink onto the bed. She doesn't give you much attention any more, and is already starting to put her nightgown back on. You notice several marks on your body, that will be rather hard to hide, and probably won't disappear any time soon.

A bit ashamed you decide to leave the room, but not without secretly grabbing one of the **permissions** from underneath the bed. You stuff it into one of your pockets and walk towards the door, leading to the balcony. You will probably remember this night for the rest of your life. It deprived you of the last piece of innocence you had left.

You climb down the ivy vines and find yourself in the gardens again.

 Briefly turn to Chapter 17.3. Afterwards go back to Chapter 3.

## 4 Witchcraft Shop

AUTHOR: VERA

ome on in!« a scratchy voice shouts »You've got nothing to lose you little fat rat«.

You look around puzzled and wonder where you are. Just a second ago, you were walking along this dark, scary back alley, defeated a bone door and now you stand in this very big, old shop. When having a closer look, you see that the room is filled with thousands of different items. Herbs, bottles, bones ... everything you can imagine needed for, hum, for what? Magic? Dinner? Witchcraft? could be bought here. »Come closer, I want to have a good look at you! Muahaha!« the voice shouts again. You look around: Who is talking? You cannot see a single living thing around you. Only dried rat tails and bat wings on the table.

Carefully, you walk further inside the shop and suddenly see a big white skull laying in a basket. The basket hangs from the ceiling. Is it a human skull? It has green rubies as eyes and you calculate immediately the value of them if you sold them at the black market. The eyes start to shine and blink as the voice shouts again »For fuck's sake, come closer! And give me the bone laying in front of you, I dropped it and as I don't have arms, I cannot lift it up again!« »Oh, but how did you drop it then?« you ask puzzled. When you realize that you talk to the skull, and the skull is answering you with an angry look, you swallow heavily and breath carefully. »Do you have some **rum** for me?« is the first question that comes to

your mind and you are surprised that you speak it out loud. The skull laughs and the eyes blink even brighter. »Give me my **bone** and I give you some rum. Maybe ...« the skull replies.

You go a bit closer to the skull, it starts to roll from left to right, and yells in a high voice. All you can think about is that you want to leave this shitty, dusty shop and go back to the streets of Tortuga. When stepping in front, you feel something soft beneath your food and look down. A piece of paper is laying there, thick, covered in dust and you see tiny ink scratches on it. You pick it up and realize it is a **fourth of a treasure map**. »Nice« you think and put it in your pocket.

👤 Only if you have all **four parts of the treasure map**, go to Chapter 17.1.

👤 If you do not have all the four parts of the map, just put the piece of paper in your pocket. The skull was busy finding its balance back, so did not see that you were just stealing from him. »Give me the bone, I need it!« The skull screams again.

Then:

👤 If you take the bone and give it to the skull, go to Chapter 4.2.

👤 If you don't care about giving the skull its bone back (stupid skull, if he (or she?) can drop it, it can lift it up again), turn around and go back through the front door. Go to Chapter 4.1.

## 4.1 The universe

You step through the door, but this is not what you were expecting. Instead of the warm summer night of the back alley, a vast field of star-filled emptiness stretches out all around you. Below you, a gigantic bright blue and green orb turns lazily in space. It is Earth! Apparently, it really isn't flat.

While you contemplate this sudden realization, you also notice a distinct lack of air. The harsh, cold reality of space travel takes you by surprise. You are floating in the endless void, blood pumping through your body. Your sight grows dim.

Frantically, you search for something in your pockets to save you from certain death in space.

🚢 If you have a **bottle full of air**, go to Chapter 4.1.1.

🚢 If you don't have a **bottle full of air**, go to Chapter 4.1.2.

### 4.1.1 One deep breath

You greedily suck in the air inside the **bottle**. Your panicked swimming motions help you get back through the door floating next to you in space.

🚢 Go to Chapter 4.6.

### 4.1.2 The eventual heat death of the universe

There is nothing to save you. Your eyes plop with two soft popping noises as the vacuum overwhelms your body. Your quickly freezing carcass is drifting into a slow orbit above the planet. By some whim of fate, the orbit is incredibly stable.

Your cold dead body will lazily drift through space until the eventual heat death of the universe.

You are dead. Maybe giving the skull its bone back would be a good idea after all ...

🚢 You are dead. The game is over. There is nothing you can do about it... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 4.2.

## 4.2 Stupid ugly skull

Carefully, you place the bone next to the skull. The skull blinks angry at you and makes a snodding sound. »How about saying thank you?« you ask angrily as you cannot stand it when people are rude. »And where is my rum?« »Shut up and leave me alone. I said maybe. I don't have rum. I NEED rum myself!« the skull yells and rolls from left to right.

Angrily, you put your hands in your pockets and you feel a **bottle of rum** in there. Ah, you totally forgot about it, pull it out and open it. »I want the rum. Give it to me! I need it«, the skull screams. As it is very cheap rum and you don't like it anyways, you smell your chance for a good deal right away.

»What do you give me for the bottle?« you ask, grinning at the skull. »I give you this **magic shell** over here. But you have to rub the rum on my forehead to make it shiny« the skull replies. »And feed me with Skull-o-fix!« the skull adds. »What are you talking about? Skull-o-what? Feed you? Bah, touch you? That is disgusting!«. The eyes of the skull blink angry. »But look at the **magic shell**. It is magic. Pure magic. You can ask questions, and it will always give you a right answer. And you can hear the ocean in it.« You look at the **magic shell**, it is indeed very beautiful. Next to it, you see a bottle with a skull displayed on it. »Skull-o-fix« you read out loud. »Feeding powder with vitamins, minerals and dietary fibers for cursed skulls. Type A. It freshens and prolongs the life cycle of your skull« is written on it. Holy crap, what is going on here? You open the bottle, a white powder is in it. Looks like cocaine, and probably is ...

You take a golden spoon, put some powder on it and approach the skull slowly. This is so disgusting. The skull opens its mouth and you see all the dirty, black old teeth in it. Quickly, you turn around the spoon and the skull makes happy giggling sounds. Now you slowly open the bottle of rum and empty it over the skull.

The skull laughs loud, it is indeed a weird appearance: its basket is moving like a cradle, the skull floats in a lake of rum and it really seems as if it was drinking from it as well. White bubbles form as the Skull-o-fix is mixing with the rum. You close the **empty rum bottle** (now full with air) and put it back into your coat. Quickly, you grab the **magic shell** before the skull changes its mind (never, never, NEVER trust a talking skull! Especially not when it just consumed white powder!).

»Still here? What do you want?« the skull asks annoyed. »Errm, what I want?« »Yes you, you stupid little rat! Who else? The dead cats and crocodile heads?« the skull screams. You feel a cold shiver as you realize that there actually are dead cats and crocodile heads laying around. »I don't really want anything. I mean, I want a lot of things, like a ship and a house and big treasure, but I don't think I get anything from it here!« you answer puzzled. »You are not as stupid as you look like!« the skull replies. »Stuff like that is not to be sold here. I can sell you a nice

**ship in a bottle!** Or a **love potion!** Or a dead cat! Or a poison to kill someone! Or a brand new head! Or a ...« »Shut up! I am totally confused« you yell to the skull. You look in your pockets and find a golden coin.

If you reply »Okay, I will buy ...

🚢 ... a **love potion.**«, go to Chapter 4.3.

🚢 ... a **ship in a bottle.**«, go to Chapter 4.4.

### 4.3 The love potion

»Well well, a **love potion**« the skull laughs dirty. »No way that someone falls in love with you the normal way, eh? Muahahaha!« »No, it is not for me, I mean, yes, but not the way you think, I need it because ...« you start to defend yourself, getting red all over the face. »Whatever, I don't care.« the skull interrupts you. »Turn around and walk to the third cupboard on the left side behind the counter in the back of this room.« »What? Where? How?« You did not understand the instructions. Anyways, you are the customer, shouldn't the skull serve you?

But then you remember the skull has no legs, so you start walking slowly. »No, to the left, you stupid dirty pig!« The skull screams »Left! Left! Left!« You turn around and walk to the other direction. At the counter, you see the latest issue of your favorite magazine – *Cosmopiraten*. »How to win your crush's heart! Lose 5 kg in 5 seconds – just remove your wooden leg! Delicious: best pirate cookies EVER!« you read on the cover. Wow, just removing your wooden leg to lose weight, that trick never came to your mind! Awesome. »Left! Left! Left!« the skull still yells behind you. »Now open the drawer, and take the pink bottle with the sparkling heart on it!«

You see the bottle immediately, it looks striking and sparkles in pink and gold. You grab the **love potion** and walk back to the counter. Slowly and carefully of course, as the way is packed with bags and boxes. You rather don't want to know what is inside. »How much does it cost?« you ask the skull. »1 gold coin and a song« the skull replies. »A song? Seriously?« »Yes, a song. I am so bored, I want to hear some nice music!«

If you think:

☪ »Okay, then I sing a song.« go to Chapter 4.3.1.

☪ »Bäh, I hate singing.« go to Chapter 4.3.2.

### 4.3.1 Just sing along

You look at the sparkling shiny bottle, and you really want to have it. »It is so pretty!« You think, »I will sing, whatever! As I won't see the skull again, I don't care what he (Or she? Or it?) thinks about me.« You pay one gold coin and sing your favorite song in a loud, scratchy voice:

*»Imaaaagine all the people, living in a world, whohoooohohoho!«*

»What? That cheesy song? Get the fuck out of here!« the skull screams. »I want to hear some drunk pirate songs and you come with this peace shit happy world song!« »Ha, but you did not say that you want a pirate song!« you laugh at the skull, grab your **bottle of love potion** and quickly leave the room.

Well, you want to leave the room, but when you head back to the place you were before, suddenly there were three doors! Which one to choose? As the skull is still yelling angrily »Pirate song! Pirate song! No stupid love peace shit!« you open without thinking ...

☪ ... the door on the left. Go to Chapter 5.

☪ ... the door in the middle. Go to Chapter 14.

☪ ... the door on the right. Go to Chapter 11.

### 4.3.2 No song for you

Singing? Hell no! You hate singing. And who needs a **love potion** anyways. So you walk away from the skull, and see a nice **bottle with a ship** inside. It really looks as if the waves are moving, and there is wind in the sails. The artist must have been very talented. When putting the **bottle** closer to your eyes, you feel a strong current pushing you down. You close your eyes as the room around you starts to move and circle around you.

☪ What is going on? You are completely sober! Go to Chapter 4.4.1.

## 4.4 The ship in a bottle

»Good choice!« the skull screams. »A **ship in a bottle!** Muahahah.« You turn around and look at the shelf behind you. »For one gold coin, you can have any bottle with a red dot on it. The green dots are two gold coins, and the yellow ones – well, you can't afford them anyways.« You carefully walk to the shelf. You smell all the weird smells in the shop, the old, dusty air and start to wonder if it actually is a good idea to touch more than necessary. Anyways, you want to have a **ship in a bottle**, so you go to the shelf and have a close look at them.

Oh, how nice it would be to sail on a real ship to the Floating City! As you have only one gold coin left, you have a look at the ships with a red dot. They are actually quite nice, very detailed and it even seems as if the waves are moving. Is that a sea gull flying over there? And are there little persons working on the ship? Wow, this is really nice! You put the bottle closer to your face and hear the skull laughing and rolling behind you. »Good bye! You ugly shitty worm! Hahahaha!« the skull screams.

Suddenly, you feel a strong move like falling over, it feels as if something is dragging you down and you cannot resist the current. You feel wind on your face.

 Go to Chapter 4.4.1.

### 4.4.1 Arriving on the ship

Bang! You fall down. What is going on? Your head hurts and you look around puzzled. You are on a ship! Everywhere around you, pirates are working, the sun is dimmed by the glass bowl above you and you realize you are in the bottle. Sea gulls are flying and shitting everywhere, and you smell the salt in the air.

 If you think »Nice, why not stay a bit on the ship? Probably, there is a job for me.« go to Chapter 4.4.2.

 You feel the seasickness hitting in right away. Why are those weird things always happening to you? You hate your life and the ocean and those stupid bottles with ships in them. Go to Chapter 4.5.

### 4.4.2 Making knots ... forever?!

As you really love ships and this one seems to be a very nice one, you decide to stay. You search for the captain and find him standing behind the steering wheel. »Good day mate!« you shout. »Is there a job for me on your beautiful ship?« The captain takes a good look at you and answers in a very deep voice: »Arrrrrr! You look like a real pirate! Welcome mate, take a rope and start making knots. Arrrrr!« You sit down on deck, smile happily and start making knots forever. Finally, you found your job in this confusing world, and being inside a bottle making knots just sounds like paradise.

👤 You don't like this ending? Then go back to Chapter 4.4.1.

## 4.5 In the bottle

You take a good look around, nobody cares that you suddenly appeared on the ship. All the sailors are just really busy keeping the ship moving. But you are in a bottle! There is no way to go! Probably, the ship is just sailing in circles forever. Damn, that is not a good perspective.

So what to do? »Well«, you think, »if this is a bottle, it must have a bottle neck and cork, so somehow it has an exit.« You take the old rum bottle out of your coat, it is filled with nice outside air and you smile at yourself. If there is an exit, you will find it! No ship in a bottle for you! You grab the **empty rum bottle filled with air**, hold on to it tight and jump over board. The water is wet, and you take a deep breath. You start swimming and diving, and when you feel your breath is used, you simply take a deep breath from your bottle with air.

👤 Go to Chapter 4.6.

## 4.6 Back in the shop

»Whaa, you are back!« the skull screams. Its ruby eyes sparkle in its head, and it rolls around in its basket angrily. »You are not supposed to be here! How did you manage to survive! I hate you, you stupid fat ugly disgusting pile of stinky clothes!«

»Oh, just be quiet!« you yell at the skull. »I really have enough of you now! Don't be so rude, just because you are talking skull! Do you think you are something special or what? I survived because I have this fantastic bottle filled with air. Take that! You are an ugly pig yourself!« You hear a voice in your back laughing. »Something special! Muahahaha, he thinks he is something special because he is a talking skull!« You move around and have a look. Where did that voice come from?

One of the cupboards behind you is moving, the door bangs. »Special, special, special!« the voice screams. You approach the cupboard carefully and open it slowly. Oh no, there are ten skulls laying inside, looking at you with blinking eyes. Some blue, some red, some green eyes, and all of them start to scream at you. That is too much! You hate talking skulls, and those ones seem to be just waking up. So you turn around and move back to the entrance door.

But where is it? Instead of having the entrance door you entered the store through, there are three wooden doors now. Which one to choose? As the skulls are still screaming and rolling from left to right, you open without thinking ...

- 🚪 ... the door on the left. Go to Chapter 5.
- 🚪 ... the door in the middle. Go to Chapter 14.
- 🚪 ... the door on the right. Go to Chapter 11.



## 5 HM& King Henry

AUTHORS: CHRIS & LÜBECK

ou are on the upper deck of a huge ship, when an angry midshipman approaches you: »Good sir, what is your purpose here? This is a battleship of the Royal Navy of His Majesty the King. State your name, your business and most of all, show me the **Permission of the Governor**. If you don't have this, I must insist you leave the ship right away, good sir!«

-  If you have the **Permission of the Governor, the gunpowder and the loading rod (Røden™)** go to Chapter 5.1.
-  If you don't have the **Permission of the Governor, the gunpowder and the loading rod (Røden™)** go back to the Chapter and exact spot you came from and go on. You need to find the all three items, otherwise you can't enter the chapter .
-  If you have a **Båten™**, you can decide to set sail again. Go to Chapter 16.

### 5.1 On Deck

The HMS King Henry is a very impressive and well-fortified battleship of the Royal Navy. It is the biggest ship you have ever seen, a whole city packed in wooden hulls. The masts are high as towers; the 200 feet from bow to rear are crowded with crew members. Petty Officers, Midshipmen and other Officers are shouting orders; sailors are running hectically around, each member of this great

organism fulfilling its duty. Everything seems to gear into each other quite smoothly, everyone seems to know what to do. You see an example of British Navy efficiency and order. You are a bit lost in this big beehive.

To your right you see a stair leading downstairs to the gun deck. You turn around and spot the stairs leading upwards to the bridge. You see the grand and richly ornamented steering wheel, a grim faced First Officer harshly shouting commands to the men holding the steering wheel. Directly next to the Officer, a shabby and drunk man is holding a big map upside down and he does not seem to be aware of it. Hopefully this drunkard is not the main navigator of the ship! Or is he?

- 🚢 If you haven't fired any cannons on this ship yet, you can go to the gun deck, to get out of everyone's way. Go to Chapter 5.2.
- 🚢 You decide to take a closer look on the scenery on the bridge. Go to Chapter 5.3.

## 5.2 The Gun Deck

You enter the gun deck. You see a row of 16 huge cannons standing next to each other. By the looks of it, you are looking at a row of the latest model of Ikearr's line of Bømm™. (After failing with their design Kanønen, they produced a much more appealing and yet functional way to annoy your enemies in battle.)

Several sailors are hard at work at the cannons. Only one of them stands in a corner next to an unloaded cannon, pretending to be busy but not doing anything.

You approach that sailor. »Do you have some **rum** for me?« you ask him.

He jumps at the sound of your voice. »I'm totally working on this cannon! I have totally not lost my **gunpowder** and my **loading rod (Røden™)**! « While he says that he frantically looks around at the other sailors, but no one notices. You can smell tasty tasty rum on his breath. He is hiding a particularly nice bottle of it behind his back. This looks like a great opportunity to get some of this rare nectar.

- 🚢 If you have both **gunpowder** and a **loading rod (Røden™)**, you can help him out. Go to Chapter 17.4, then Chapter 5.2.1.
- 🚢 If you have no gunpowder or no loading rod, there is not much you can do here but stare at him awkwardly. Go to Chapter 5.2.2.

### 5.2.1 Fire at will

The sailor jumps up and down in excitement and joy. The friction of his rough linen pants against the side of the loaded cannon causes sparks flying around. Just a few seconds ago the gun deck was bustling with activity. Now all the other sailors have gone very silent. They stare at you and their colleague in complete horror.

In the complete silence, you all listen to the hissing of a fuse. It is not a flirtatious snake this time.

The earth shattering roar of the cannon rattles the gun deck. People are thrown about in every direction. You are thrown off your feet and the world goes black for a moment.

As you come back to consciousness, your ears are still ringing. You can hear royal shouts and aristocratic curses from above. A man in an expensive looking uniform with a beautifully made admiral's hat storms down to the gun deck. It is Admiral Alistair von Schneider, the very impressive looking German exchange officer in command of this ship.

»Who gave zis bloody son of a mozer gunpowder, hah? You, sailor, come wiz me, ja!«

He walks over, grabs the unfortunate sailor by the ear and drags him away. He leaves behind a **bottle of rum**. You grab it.

 Go back to the main deck. Go to Chapter 5.1.

 You decide to take a closer look on the scenery on the bridge. Go to Chapter 5.3.

### 5.2.2 Away from Keyboard

You are standing in the gun deck. You have not moved for several hours, except for some generic arm and leg movements. You can leave anytime you want.

 Go back to the main deck. Go to Chapter 5.1.

 You decide to take a closer look on the scenery on the bridge. Go to Chapter 5.3.

## 5.3 On the Bridge

*»Oh, Shenandoah, I long to hear you  
Look away, you rrrrollin' rrrrrriver ...«*

The song of the drunken Navigator leads you to the bridge. His raspy voice sounds like it was soaked in a vat of rum, left hanging in the smoke house for a few months, and then taken outside and run over with a carriage. The Navigator is indeed a cacophony in the orderly image of the royal battleship.

However, that was not always the case. He was once called »Captain Thomas« and he was responsible for leading a fleet of twenty royal battleships in the war against the pirates of the Mellow Sea. He was a well-respected figure, yet war can change even the best of sailors. After losing his ship in one of the battles, along with his entire crew, he turned to drinking.

It was not long before »Captain Thomas« became just plain »Tom«. The remarkable fact however, is that even after a metamorphosis like that, his navigating skills are still in top shape, as he can steer any ship under every weather condition.

»Do you have any **rum** for me?« he interrupts his song, just to ask you this question. If you have a bottle of rum, you can offer it to the drunken Navigator. It only takes him a few minutes before drinking all of its contents. You now have a **bottle filled with air**.

Have you fired any ship based heavy weapons today?

 If you have, go to Chapter 5.3.1.

 Otherwise, go back to the Main Deck. Go to Chapter 5.1.

### 5.3.1 Wrong Way!

The Navigator's rum-fueled stupor has reached completely unreasonable levels. How can one person be this drunk? He steers to the left, he steers to the right, causing the ship to shake violently.

The heavy boot steps of Admiral Alistair von Schneider thud up to the bridge. »You soddy British amateurs! Zis is vat happens ven you sail a ship vizout having proper forms and signs everyvere!«

He stumbles as the navigator loses control of the steering wheel again and the ship makes a harsh turn to starboard. »Not only did ze useless cannoneer wake me up from my beauty sleep, now zis second drunkard knocks over my lantern and sets my *Cosmopiraten – Swimsuit Edition* on fire!«

After this short outburst, he once again regains his composure and focuses on the command of the ship. »Ve need to get back on ze right course you fools and schnell! Set course at 40 degrees norswest at 5 knots.«

The Navigator salutes and slaps himself in the face by accident. »Aye aye shir, 49 degreeees southeast, all the knots!« Still deaf from the cannon ball shot, Admiral Alistair von Schneider does not hear the reply. He strikes a dashing pose for effect, and goes back to his reading (if you know what I mean).

🚢 You carry on sailing in the wrong direction for the next 111 days. Go to Chapter 10.



## 6 The Back Alley

AUTHORS: ORESTIS & PETER

**T**he sun has already set in Tortuga Island. That is, however, of little importance, as it is always dark in the back alley. The cat's songs are in tune with the shanties the pirates sing in the tavern. The floor is slick with the toilet products of the adjacent buildings. The low full moon makes all the shadows grow longer and darker. Every few yarrsds some torches light up the way. Under these flickering lights, you make out some details of the location.

Above you, a washing line is full of bright coloured ladies underwear. To the east, you make out the back door leading to the tavern. To the west is a suspiciously small door made of bones. Next to you is a tiny window leaking with rancid shit smell – it is the back of the Gunpowder Magazine. Up ahead in the distance you see a shimmering light.

-  If you decide to go to the washing line, go to Chapter 6.1.
-  If you decide to go to the tavern, go to Chapter 1.
-  If you decide to go to the bone door, go to Chapter 6.2.
-  If you decide to go to the shimmering light, go to Chapter 6.3.
-  Only in case the tiny toilet window is open (because you have climbed through before), you can decide to use it to go to Chapter 7.7.

## 6.1 The washing line

You are in ecstasy! Female odors embrace your nostrils. There is colourful underwear everywhere. You touch them. You smell them. You feel the rusty dusty fabric on your face. You try one on. It feels good on you – it looks good on you. There is writing in one of the bras: »Do you have some rum for me?« The matching panties follow through: »Floating City – been there, done that.« After several hours you wake up from your enraptured stupor.

One of the laced panties is still on your head. That's where it's gonna stay. You are happy with it.

Now, you can do the following:

- 🚢 If you decide to go to the washing line, read on in Chapter 6.1.
- 🚢 If you decide to go to the tavern, read on in Chapter 1.
- 🚢 If you decide to go to the bone door, read on in Chapter 6.2.
- 🚢 Only in case the tiny toilet window is open (because you have climbed through before), you can decide to use it to go to Chapter 7.7.
- 🚢 If you decide to go to the shimmering light, read on in Chapter 6.3.

## 6.2 The bone door

The bone door is no bigger than a barrel of rum. Rows of skulls grin at you like otherworldly Cheshire cats. Bones of different kind and size frame these rows. It is an orthopaedics' playground!

More specifically, there are two intermediate phalanges, two-thirds of a thoracic vertebra, seven lacrimal bones, eleven lateral cuneiform bones and one big fat chunk of fabella. The doorknob is a perfectly shaped hand of a human skeleton. As you reach to grab the hand, it slaps you away and shows you its perfectly shaped middle finger.

Then, it suddenly forms a fist. You know exactly what's going on. It's time for a duel!

- 🚢 Rock. Go to Chapter 6.2.1.
- 🚢 Paper. Go to Chapter 6.2.2.
- 🚢 Scissors. Go to Chapter 6.2.3.

### 6.2.1 Rock!

You form a rock with your fist. The hand has rock as well. It's a tie!

🚢 Go to Chapter 6.2.

### 6.2.2 Paper!

You show to the door the flat of your hand. Paper! The door has Scissors. You feel a sharp pain in your head. There is a pair of scissors sticking in your eye. The door has killed you.

🚢 Go to Chapter 6.2.4.

### 6.2.3 Scissors!

The door has paper, success! It offers you itself to shake. After a firm and honest handshake, the door slowly creaks open.

🚢 Walk through the small bone door. Go to Chapter 4.

### 6.2.4 Let's do it again!

You open your eyes. The hand looks at you expectantly. It's ready for another round.

🚢 Rock. Go to Chapter 6.2.1.

🚢 Paper. Go to Chapter 6.2.2.

🚢 Scissors. Go to Chapter 6.2.3.

## 6.3 The shimmering light

Your eyes grow heavy and your sight grows dim. You might have to stay for the night. The light comes from a fire inside a gunpowder barrel (for some reason the barrel itself does not burn). Next to it, warming his one good hand and his old rusty hook stands a strikingly handsome figure. A name-tag on his palm-tree patterned shirt reads »Flying Dutchman«. He looks as if he has just been at a speed dating event.

»Do you have some rrum forr me?« From the way he pronounced his »r«s you can tell that he is not lying – he really is a Dutchman.

»I just came back from a trip to Amsterrrdam. I'm superr loaded with the good stuff, but I rran out of rrum.«

🚢 If you have a **bottle of rum**, offer it to him. He drinks it very fast and not much time passes until he gives you a now empty bottle, a **bottle full of air**. You put the **bottle** back into your pocket.

He then bursts into tears. »Will I everr find trrue love?«

»*Cosmopiraten* knows shit! There arre no grrounded Dutchwomen at dating events.« he cries into the night. »Maybe you can hook me up with someone?«

If you answer:

🚢 »I respectfully disagree. *Cosmopiraten* is a powerful tool to the modern pirate.«, go to Chapter 6.3.1.

🚢 »I completely feel you brother. I am also looking for love.«, go to Chapter 6.3.2.

If you have **underwear on your head** you can also answer:

🚢 »Unfortunately, I do not know any grounded Dutchwomen; but I might have an idea of how to find someone hot.«, go to Chapter 6.3.3.

### 6.3.1 Is *Cosmopiraten* that bad?

The Flying Dutchman got really offended. »Do you rreally believe that *Cosmopiraten* is essential to the modern pirate?!«

You do not flinch. Instead, you stand firmly by your position. »Yes! *Cosmopiraten* has it all! Gossip, fashion, medical advice, the latest trends on tattoo design and so much more! How can you even dare to blame *Cosmopiraten* for your impotence on getting girls?!«

At that moment, the Flying Dutchman lowers his look and with a soft, regretful voice answers to you: »Yeah, I apologize for that. I am a big fan of *Cosmopiraten* too. I just got really frustrated with the whole ›finding your soul-mate‹ kind of thing. Why is love so complicated?«

If you answer with:

☛ »I completely feel you brother. I am also looking for love.«, go to Chapter 6.3.2.

If you have **underwear on your head** you can also answer:

☛ »Unfortunately, I do not know any grounded Dutchwomen; but I might have an idea of how to find someone hot.« Go to Chapter 6.3.3.

### 6.3.2 Why is love so hard to find?

The mood of the conversation suddenly changes. »What am I doing wrong?« you simultaneously ask yourselves. Opening up to a stranger is not easy, but you will be surprised how supportive a human being can be.

As you put your hand over his shoulder in a comforting manner you tell him:

»You know that you are strikingly handsome, right?« »I am?!« he asks.

»Of course! You are the most strikingly handsome fella in this room! And when you're on the street – depending on the street – I bet you're definitely in the top three.«

As he blushes, he softly touches your chin with his one good hand and replies:

»You are beautiful too, no matter what they say, words can't bring you down.«

Then you have an idea! »I know what can cheer you up!« you shout excitedly.

If you have **underwear on your head** you can answer:

☛ »I know how you can meet someone hot!« Go to Chapter 6.3.3.

Otherwise, you answer with:

☛ »Wait here, and I will be back in a few minutes.« Go to Chapter 6.1.

### 6.3.3 Someone hot

You remove your panties crown very very clumsily, tripping sensuously over your socks. »Smell this. Can you feel the love tonight?.« His eyes go wide in ecstasy. »To whom does this heavenly gift belong to?!« The lie has formed in your head before he even finishes his question:

»To a busty mermaid of course. She lives just ten minutes away from here. You can try to return them to her - I am pretty sure she will be very happy to meet you«.

He then grabs you in a more than friendly embrace: »Thank you so much! How can I ever repay you? Oh! I have something useless that you might find useful in an oddly specific, abstract way.« Before you part your ways, he gives you a corkscrew shaped device. You get the strange feeling that you can use this to open coconuts.

As you make your way back to the back-alley, you already feel that a connection has been made with a stranger today. So it's true what they say: you can check out any time you like, but you can never leave.

 Go to Chapter 6.

# 7 Gunpowder Magazine

AUTHORS: ORESTIS & PETER

**Y**ou arrive in a dark windowless room; its thick brick walls generate the feeling of being in some kind of a fortress. Walking below the vaulted ceiling you look to your right – and you look to your left – and there are barrels stacked in timber structures. As you place your feet on the hardwood floor you start to feel a dark grainy Yubstance. Next to it is a trail of (big) cigarette butts.

At that point it hits you; it is the terrible smell of human waste floating around, like a Floating City of stink. The source of this phenomenon seems to come from a shitty looking door.

- 🚢 If you follow the trail of cigarette butts, go to Chapter 7.1.
- 🚢 If you go through the shitty door, read on in Chapter 7.2.
- 🚢 If you go back to prison, read on in Chapter 8.

## 7.1 The Guarrrd

You follow the trail of the cigarette butts to the back of the Gunpowder Magazine, where you see a dim light coming from a corner. In between two stacks of barrels you see spit flying through the air at incredible speed – it has all kinds of colour and texture. You approach this area cautiously and there you face the spectacle: it

is a throne made of gunpowder barrels and pillows of even more gunpowder. On top of it reclines a shady figure. As you look he flicks a still glowing cigarette butt somewhere between the gunpowder stacks. You flinch, but nothing happens – yet.

»AAARRR! Where the fuck is moi tobacco? And who the FUCK are you, you little piece of parrotshit?«

This elegant sentence came from the mouth of an equally elegant person. Keith Rollingstoner is the foul-speaking, talking-too-much, don't-care-about-anything Gunpowder Magazine guard who is – obviously – very fond of smoking. With a face full of scars and a mouth full of obscenities, he is mostly known for performing a triple heart bypass on himself, using only timber from his ship and hair from his chest.

»AAAARRR, in fact I don't give a shite of who the hell ye arr. I've got 99 problems here and you're not one of them.«

As he spits out these words at you, he simultaneously rolls another cigarette. Then he proceeds to light it just by snapping his thick crusty fingers together. The light of the flames illuminates the heaps of fresh ready-to-explode gunpowder. Within the smoke, his bearded face carries on talking.

»I have tobacco for only 87 more cigarettes to make it through the day. Quite shite, eh? And I do not remember where the FUCK I placed my special tobacco bag, which I received only yesterday. It is the best fuckin' tobacco in the whole seven seas. So go and make yourself useful sweetheart and go fetch me moi tobacco. I could offer you whatever you want from this here magazine.«

By the end of this sentence he already inhaled his newly-rolled cigarette and threw it into the explosion-fertile darkness. The small flame flickers up dramatically, but fizzles out in a pool of heavily textured spit.

🚢 If you search very carefully and slowly for the **tobacco**, go to Chapter 7.3.

🚢 If you search frantically for the **tobacco**, go to Chapter 7.4.

## 7.2 The Dump

As you open the door, you are slapped in the face with a smell so horrible it has formed a physical presence. Your eyes start bleeding as you force your way into the room. The toilet is a neglected piece of architecture that has been heavily used through the years.

»Ay mate, I could use some rum right now« you say to yourself.

As you open your mouth, the smell crawls down your throat and coats your lungs with a dress of a million faecal bacteria. Gasping for air, you notice a small window above the toilet. You force open the window with the last of your strength. A nice view of the back alley reveals itself.

Surprisingly, you get the urge to use the facilities. As you sit down on the warm moist seat, you notice some reading material on the floor.

You flip over the first one. Big bold text invites you to a potential holiday destination: »Enjoy your holidays on the Floating City«. In smaller letters a phrase is half visible: »You can find us at ...« with a pile of dried crap hiding the rest of the sentence. Below the poster lies an **instruction** booklet – »**Båten**<sup>TM</sup>«. You rip out some pages for immediate reasons and you hold on to the rest. Now you possess the **instructions on how to build a Båten**<sup>TM</sup>, and to have such an item on an island is not a bad idea.

You finish your business and are ready to continue your quest.

- 🚢 If you happen to possess the **parts of Båten**<sup>TM</sup> and the **weird tool**, now briefly turn to Chapter 17.2.

Then:

- 🚢 If you climb through the tiny window to the backalley, go to Chapter 6.
- 🚢 If you decide to go back to the main room, read on in Chapter 7.7.

## 7.3 The careful search for the tobacco

Slowly and methodically you begin your search. You start by weighing each individual barrel and sorting them by amount of powder stored. Meanwhile, glowing cigarette butts are circling through the air like fireflies during mating

season. You stop for a second and reconsider your decision. Did I choose the right thing? Or am I going to die in a horrible explosion you could see all the way from the Floating City?

You could really use some **rum** right now.

Nevertheless, unfazed by your potential imminent death by fiery explosion, you continue your careful search. Your cautious movement is disrupted by a hissing sound coming from a big pile of gunpowder behind you. You turn around very slowly, expecting to encounter a lit fuse that would end your existence. Instead a friendly snake winks at you, as she slithers into a hole in the wall.

Eventually, after hours of searching, you see a big white bag at the end of the room. Could that be it?

Yes! On the white bag, the name of the beautifully crafted **tobacco** is written with bold black letters: »Tobacco from Trinidad and Tobago«.

With the heavy bag of **tobacco** on your shoulder you make your way back to Keith's gunpowder throne. A final cigarette butt flies in front of your eyes landing on the only pile of gunpowder you haven't tidied up. A wisp of smoke emerges.

Nothing happens.

🚩 Go to Chapter 7.6.

## 7.4 The frantic search for the tobacco

You panic – the longer it takes to find this lunatic's **tobacco**, the higher the chances are of him blowing this place up. Maybe it's true what they say: smoking might cause impotence. What feels like being in a whirlwind of safety hazards, you stumble through the gunpowder magazine, trying to get over with this task as quickly as possible.

With the background noise of Keith's swearing, you trample through the room with gunpowder barrels flying in every direction as you search. Your nervous movement becomes even more nervous at the hissing sound coming from a big pile of gunpowder behind you. You turn around expecting to encounter a lit fuse that would end your existence. Instead a friendly snake winks at you, as she slithers into a hole in the wall.

The **tobacco** is nowhere to be found and your feet are already heating up from all the running. Suddenly you see a big white bag at the end of the room. Could that be it?

🚢 Run towards the bag. Go to Chapter 7.5.

## 7.5 **It's the end of the world (as we know it)**

The slap of your heated up soles on the hardwood floor generates a tiny spark.

40 kilometres off the coast to the east is a small island with a palm tree. A monkey sits on top with a pile of coconuts. Suddenly, the world illuminates. A giant mushroom cloud rises into the air. Some seconds later, a wave of noise and heat blows away both palm tree, monkey and coconuts.

The ground shakes in the aftermath of the greatest explosion the Caribbean Sea has ever encountered.

In the midst of the ruins of Tortuga, a puff of smoke rises from the debris. A hand punches through a smoking log of timber. Keith Rollingstoner emerges from the carnage like the phoenix from the ashes. He looks around, shrugs his shoulders, and lights another cigarette.

You are dead. Maybe you need to take life as it is – rushing things can be deadly.

🚢 You are dead. The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 7.

## 7.6 **The Guarrd's reward**

Keith's beady eyes light up as he sees you carrying his 50kg bag of tobacco towards his throne.

»Thanks a lot mate! You're a pretty decent piece of parrotshit after all! Now let me show you my gratitude. You can take anything you want from my magazine; the only thing we have is gunpowder.«

You grab one of nicest bags of **gunpowder** as you make your way back to the main hall of the magazine. You see and smell the shitty door, and the secret passage to the prison.

🚪 If you check out the shitty door, go to Chapter 7.2.

🚪 If you go back to the prison, go to Chapter 8.

## 7.7 Gunpowder Magazine

You are back in the main room of the magazine.

🚪 If you haven't yet, follow the trail of cigarette butts. Go to Chapter 7.1.

🚪 If you go back to prison, go to Chapter 8.

🚪 If you leave for the back alley through the toilet window, go to Chapter 6.

## 8 Jail

AUTHORS: ORESTIS & PETER

**Y**ou find yourself in a low-ceilinged, dark room. The only way out you can see is a heavy wooden door locked from the outside. Occam's Razor dictates that among competing hypotheses, the one with the fewest assumptions should be selected. You must be in a prison cell.

Have you been here before?

- 🚢 No, as you are a law abiding citizen, this is your first time in jail. Go to Chapter 8.1.
- 🚢 Yes! You come here all the time. Go to Chapter 8.2.

### 8.1 More Jail

A raspy voice comes from the corner of the prison cell. Rarely used vocal chords rattle as it says: »Do you have any rum for me?«

You cautiously move closer. The voice belongs to a stick thin man who is chained to the wall by the arms. Some rays of sunlight come through a tiny top window with iron bars. The light falling through the bars forms a pattern of shadows on the thin man's bare chest. Over the years, his tan has developed into lines showing this pattern of light. They perfectly line up with the stripes on his soiled and torn black and white pants. Henry Royce once said that small things make perfection, but perfection is not a small thing.

Your prison inmate repeats his question: »Do you have some **rum** for me?«

You hand him the **bottle of rum**. He drinks it very fast and not much time passes until He gives you a now empty bottle, a **bottle full of air**. You put the bottle back into your pocket.

His small eyes scan you from top to bottom: »Are ye a pirate?« he asks, hope dripping from every pore like his horribly smelling sweat.

You shake your head with regret: »I cannot say –« you tell him »for reasons of immersion my background must remain undefined.«

He looks down disappointed but understanding. »Of course. Wasn't it the Austrian author Thomas Bernhard who said: ›The thinking man always finds himself in a gigantic orphanage in which people are continually proving to him that he has no parents?««

He looks up again, and his mouth spreads wide in an almost toothless smile. »But have you heard of pirates? They are awesome. I wanted to be one for all of my life! Could you tell me some pirate tales?«

- 🚢 Tell him some tales of your most mundane and boring ship experiences. Go to Chapter 8.3.
- 🚢 Make up some incredibly awesome, but completely made up pirate stories. Go to Chapter 8.4.

## 8.2 Even more Jail

You are back inside the prison cell. Several secret passages lead away from this room.

Ludwig von Mises said that an individual selects the most appropriate means to achieve a sought after goal or end:

- 🚢 If you choose the small secret passage-way, go to Chapter 3.3.
- 🚢 If you choose the large, incredibly obvious secret passage-way, go to Chapter 8.5.
- 🚢 If you choose the Escher-esque secret passage-way, go to Chapter 8.6.
- 🚢 If you choose the dangerous looking secret passage-way, go to Chapter 8.7.

### 8.3 The mundane existence

He listens to your semi interesting stories with rapt attention. Your tales about your sorting system of plates and cutlery in a ship kitchen are equally interesting to this sad individual as your twelve hour slide show about this sea snail you once saw at the underside of a ship while cleaning it.

»Wow!« he yells, after you told him about this one time you maybe saw a whale on the horizon, but probably it was just an oddly shaped rock. Maybe even just a big wave, it was night time after all. »Such incredible stories about the pirate life! If only I could leave this prison and explore the wide world outside.« He rattles his chains. »But, I was born in this cell, and I'll probably stay in it until I die. No one really knows why I'm in here anyway.«

»Wasn't it Immanuel Kant who said: ›Out of timber so crooked as that from which man is made nothing entirely straight can be carved?«

You answer: »What can I know? What ought I to do? What can I hope?« You both share a knowing look.

The inmate laughs. »You are a person of my own taste! I know all the ins and outs of this prison. I've seen people emerge from all kinds of secret passage-ways.«

He begins counting secret passage ways, pointing awkwardly with his spindly fingers wrapped in chains: »There is this small secret passage-way. Also there's this large, incredibly obvious secret passage-way. And this one over there is slightly Escher-esque«

You take one of them:

- 🚢 If you take the small secret passage-way, go to Chapter 3.3.
- 🚢 If you take the large, incredibly obvious secret passage-way, go to Chapter 8.5.
- 🚢 If you take the Escher-esque secret passage-way, go to Chapter 8.6.

## 8.4 A life fantastic

For Shame! To tell a poor old man all these lies! You spin the most ridiculous lies about your time among the pirates. You fought a Kraken with your bare hands. You solved the ages old question about the mermaids. Your pirate ship (of course you are the captain) is four hundred metres long and made of solid gold.

»Such incredible stories about the pirate life!« the prisoner yells, as you tell him of your pistol duel with twelve different enemies at once. »If only I could leave this prison and explore the wide world outside.« He rattles his chains. »But, I was born in this cell, and I'll probably stay in it until I die. No one really knows why I'm in here anyway.«

»Wasn't it Immanuel Kant who said: ›Out of timber so crooked as that from which man is made nothing entirely straight can be carved?««

You answer: »What can I know? What ought I to do? What can I hope?« You both share a knowing look.

The inmate laughs. »You are a person of my own taste! I know all the ins and outs of this prison. I've seen people emerge from all kinds of secret passage-ways.«

He begins counting secret passage ways, pointing awkwardly with his spindly fingers wrapped in chains: »There is this small secret passage-way. Also there's this large, incredibly obvious secret passage-way. And this one over there is slightly Escher-esque«

You take one of them:

- 🚢 If you choose the small secret passage-way, go to Chapter 3.3.
- 🚢 If you choose the large, incredibly obvious secret passage-way, go to Chapter 8.5.
- 🚢 If you choose the Escher-esque secret passage-way, go to Chapter 8.6.
- 🚢 If you choose the dangerous looking secret passage-way, go to Chapter 8.7.

## 8.5 Obviously!

The large incredibly obvious passage-way is incredibly easy to find and rather large. You follow a wide spacious tunnel that leads steadily down.

 Go to Chapter 7.

## 8.6 Headaches

You emerge out of a room that feels slightly weird. One of the small windows shows a wide and empty desert, the other a mountain heavily covered in snow. You look upwards and now you are looking down into the room you were in previously. There are stairs leading up and down at the same time.

As your head starts spinning, you notice a piece of paper floating next to you. Plato, through Socrates, bemoans those who fail to distinguish between a thing's necessary and sufficient causes.

The paper rustles flirtatiously. You grab it. It is a **piece of a map!**

 Only if you have **all 4 parts of the map**, now briefly go to 17.1.

With the piece of paper in your hand, you leave this place before it murders your mind with a thousand little cuts of reversed logic.

 Go to Chapter 8.2.

## 8.7 Danger!

Thomas Bernhard once said »Everything is ridiculous if one thinks of death«. As you step out of the dangerous looking secret passage-way, a circular saw starts spinning out of the wall and cuts you in half. The floor gives way beneath you and you fall into a pit filled with spikes and the remains of previous unfortunates.

You died. It did look dangerous, don't say we didn't warn you.

 The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 8.2.



## 9 Shipwreck Bay

AUTHORS: FELIX & SCHEMPPY

**T**he Shipwreck Bay – graveyard of broken naval dreams: here a merchant vessel, there an old pirate ship. Nobody knows how many more ships are beneath the surface of the passage leading into this bay. You are standing on the beach. The jungle surrounding the bay looks impenetrable. In the distance you see the lookout on top of the mountain. In the blue crystal clear water several fish swim happily through the shallow waters.

You hear a lovely voice singing.

-  If you decide to search for the source of the singing, go to Chapter 9.1.
-  If you decide to search the wrecks, go to Chapter 9.2.
-  If you decide to just look around, go to Chapter 9.3.
-  If you have the **machete** and decide to chop your way through the Jungle, go to Chapter 9.4.
-  If you have the **Båten™** and decide to sail to the ocean, go to Chapter 16.
-  If you have the **Båten™** and know the **secret how to go to Atlantis** and decide to sail there, go to Chapter 10.

## 9.1 Singing Figurehead

You try to follow the lovely voice and start to wander through the wrecks among the beach. As you approach the voice, you hear that the lyrics are about a man who went to sea and never returned to his beloved ones back on Tortuga Island. You turn around another wreck and see an old vessel lying on its side. Its hull has several leaks the reason of which were most probably the reefs in the passage into shipwreck bay. On the front of the ship an artistically crafted figurehead looks out on the sea. It takes you a moment until you notice that the figurehead itself is the source of the singing:

*»The most handsome of all sailors  
went on the ocean on a traylor.  
He sailed the seven seas,  
but never saw Tortuga trees.«*

-  If you ask »Have you ever thought about applying for Tortugas Next Superstar?« go to Chapter 9.1.1.
-  If you decide to keep on listening, go to Chapter 9.1.3.
-  If you decide to return to the beach of Shipwreck Bay, go to Chapter 9.

### 9.1.1 Superstar

As you interrupt the figurehead, she seems to be slightly irritated and looks at you. »Do you have some rum?« she asks you.

-  If you possess and want to give her a **bottle of rum**, go to Chapter 9.1.2.
-  »I am sorry. I have no **rum** left.« Go to Chapter 9.1.

## 9.1.2 Rum

You hand the figurehead a **bottle of rum** and she takes it down in one gulp, carelessly throwing the **empty bottle** on the shore. »Ahhh, that was the finest rum I had in a long time. Hmmm, what could I give you in return?« She searches through her wooden pockets. »Do you happen to have any use for this used **seashell bra** of mine? I don't use it anymore.« She hands you the **seashell bra**.

- 🚢 As you are a proud supporter of Tortuga's »Stop Littering Our Shores« initiative, you pick up the **bottle full of air** before you proceed to Chapter 9.

## 9.1.3 Keep on listening

*»His heart was left ashore,  
longing for her more and more.  
He sailed the seven seas,  
but never saw Tortuga trees.«*

- 🚢 »Nice song, but I'm a bit in a hurry.« Go to Chapter 9.
- 🚢 Keep on listening. Go to Chapter 9.1.4.

## 9.1.4 Keep on listening longer

*»The girls out there were many,  
but none like back home Annie.  
He sailed the seven seas,  
but never saw Tortuga trees.«*

- 🚢 »If I keep listening the rum will go bad.« you think, as you sneak away back to the beach of Shipwreck Bay. Go to Chapter 9.
- 🚢 If you decide to keep on listening, go to Chapter 9.1.5.

## 9.1.5 Keep on listening foreverrrrrrr

*»His heart as heavy as a stone,  
for he was all alone.  
He sailed the seven seas,  
but never saw Tortuga trees.«*

Suddenly, you hear an angry scream: »For the sake of Triton. Shut up! This has been going on all night. Some day I gonna cut down all your Tortuga trees for good.«

As you look around for the source of the shouting you turn round the bow and see a mermaid in a stone pool angrily shouting at the singing figure.

🚢 If you are brave enough to say »Hey there young goddess of the sea.« go to Chapter 9.1.6.

🚢 If you decide to return to the beach of Shipwreck Bay, go to Chapter 9.

### 9.1.6 Mermaid

»This goddamn singing has been going on since 1732, when this Triton forsaken vessel run on ground in my lovely bay. How on sea can any creature who is not completely insane stand this terror? Why have I not listened to the skull or the monkey yet and went back to Atlantis? I tell you what. If you can shut this golden bitch up I am even willing to tell you about a secret treasure.«

🚢 If you decide to look around for something to shut the figurehead up, go to Chapter 9.1.7.

🚢 If you decide to return to the beach of Shipwreck Bay and leave the mermaid in her misery, go to Chapter 9.

### 9.1.7 A Jolly Roger

As you have a short look around you find an old **Jolly Roger** hanging from the rear of a pirate ship.

🚢 If you decide to take the **Jolly Roger** and gag the figurehead, go to Chapter 9.1.8.

🚢 If you decide to take the **Jolly Roger** but leave the figurehead alone, go to Chapter 9.

### 9.1.8 Gaging the figurehead

As you return to the figurehead, she is still singing passionately about the trees in Tortuga Bay. Feeling more and more annoyed yourself, you do not hesitate and push the **old flag** into her mouth.

*»Hmm slmmmd hmm hmmen hees,  
bt nhmmr shmm Thmmrtg Trmmms ...«*

As you return to the mermaid you see relief on her face. »Ahhh, silence, eventually. I have to catch up years of sleep. But let me first keep my promise and give you this map I once found in Atlantis.« She gives you a **piece of a map** and dives back in her underwater realm. (Only if you possess **all four parts** of the **map**, now briefly turn to Chapter 17.1.)

 Return to the beach of Shipwreck Bay and read on in Chapter 9.1.

## 9.2 Wrecks

You start to walk around and try to penetrate the hull of the ships. As you stroll around you see an old vessel that was left here by some bankrupt trading company. In its side is a huge gap.

 If you decide to enter the ship through the gap, go to Chapter 9.2.1.

 If you decide to look for another ship to enter, go to Chapter 9.2.4.

### 9.2.1 Vessel

As you enter the ship, you are blinded by the darkness that suddenly surrounds you.

 If you decide to wait until you see something, go to Chapter 9.2.2.

 If you decide to stumble around in the darkness, go to Chapter 9.2.3.

 If you decide to back up, go to Chapter 9.2.

### 9.2.2 A nice finding

You wait until your eyes got used to the twilight inside the ship. You notice at once that this was a good idea as there is huge drop right in front of you that you would have fallen into if you had gone on in the darkness. You search the ship and find a **machete** in a place that you think could have once been the caboose.

 You decide to return to the beach of Shipwreck Bay. Go to Chapter 9.

### 9.2.3 The drop

You sneak further on through the wreck and suddenly don't feel any solid ground beneath your feet. Before you realize what has happened you are already crashing through the rotten planks and hit the sandy ground beneath the ship.

🚢 Return to Chapter 9.2.

### 9.2.4 Gunship

You venture forward toward the next ship. As you approach it you get the feeling that this former military gunship shows some signs of inhabitation.

🚢 If you decide to shout out »Hey there!«, go to Chapter 9.2.5.

🚢 If you decide to go back to the beach of Shipwreck Bay, go to Chapter 9.

### 9.2.5 The voice

»Who's there?« a voice shouts back. Before you can even answer, the door to the mess room bursts open and a man in an old navy uniform appears on the scene. »What are you doing here on my ship?«

🚢 »Nothing just stepping by. I'll be on my way«. Go to Chapter 9.2.6.

🚢 »I am here to end your miserable life.« Go to 9.2.7.

🚢 »Sir! I am serving the great nation of her Majesty, Sir.« Go to Chapter 9.2.8.

### 9.2.6 The fight

»You look to me like stealing and thieving dread pirate Robert Scum, whom I fought all my life. Prepare to die.« He unbelts his saber and cuts you into tiny little pieces.

🚢 You are dead. The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 9.

### 9.2.7 More fight

You draw your weapon and sturdy yourself for the upcoming fight. The next thing you see is the officer drawing a gun and shooting at you. You feel the bullet penetrating your skin and then your flesh until it reaches your organs. The feeling of the fibres of your flesh being suddenly ripped apart is somewhat new to you. When you begin to notice what just happened you already start to collapse to the ground and fade away.

As your view is growing darker and darker you hear a voice in the distance. »That's what a pirate scum like you deserve. You are probably the worst pirate I've ever met.«

 You are dead. The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 9.

### 9.2.8 The loyal servant to her Majesty

»Ahhh. I know a fellow loyal servant to her Majesty when I see one. Good to know that I am not the only one that is trying to hold up the standard of our civilized union. As I am not capable of going out on sea anymore and do not have many days left in this world, can you keep this secret of mine?«

»On one of our missions we ended up in the sunken city of Atlantis. Here is how you get there: Follow the 25th degree of latitude for four days. Then, when it seems like all hope is lost, trust in god (and her Majesty) and let go off the steering wheel for one more day. The currents will work their way towards the sunken city.« You now know the **secret how to go to Atlantis.**

 Go back to Chapter 9.

### 9.3 Look around

You see a girl in a little kiosk on the shore. She sells seashells by the seashore. The shells she sells are surely seashells. So if she sells shells on the seashore, I'm sure she sells seashore shells.

- 🚢 As you are not interested in maritime wildlife, you just return to the beach. Go to Chapter 9.

### 9.4 Chop, chop, chop

- 🚢 Using your sharp **machete**, you chop your way through the picturesque Tortuga trees and arrive in Chapter 15.

## 10 Edge of the World

AUTHOR: CONNY

**Y**ou are floating around in the calm ocean, but there is a draw drawing you further. No winds are blowing. You notice how the others try to change your direction, but every attempt is pointless. You are constantly floating towards something that seems to be a giant waterfall, only that you are in the midst of the ocean and therefore there shouldn't be any waterfalls at all. All you can do now is to pray.

 If you want to pray now, go to Chapter 10.1.

 If you don't want to pray now, go to Chapter 10.2.

### 10.1 Praying out loud

You pray in every way you know. And your prayers are answered! You can feel change in the air. Suddenly you realize a strange smell. Now that is how wonders are working! You close your eyes and sniff to inhale as much of the smell as you can. Then you hear a voice talking to you: »Here's help for you.« »Thank you, god«, you whisper and you can feel how tears are occurring in your eyes. You spread your arms.

»Well, I'm not god, but you're welcome.« As you open your eyes, you see a crew member that is handing a **bottle of rum** over to you. You take it and are sure that the bottle of rum is a sign that you are in the favour of god.

🚢 Go to Chapter 10.3.

## 10.2 Who cares about praying

Whatever will happen next, you don't think that any prayer could help you anymore. So you just join a crewmember standing at the reeling and take the **bottle of rum** he is offering to you. At least you don't have to float into your doom sober.

🚢 Go to Chapter 10.3.

## 10.3 The end of the world as we know it?

»What is this?«, someone suddenly shouts. »It's the end of the world as we know it!«, the captain shouts back. »Will our beautiful sun explode?«, someone else asks. »We don't know yet, but it will be quite hard to stay alive.« »Cause the heat will rise and we'll melt away?« – »We'll see what's behind that waterfall!«, the captain answers. »And the gamma rays will spoil our atmosphere?«, someone right behind you is shouting. »Not sure what that is – but aye!«, the captain shouts. You are suddenly scared that a meteorite will smash into you or the planet will explode into tiny bits and pieces as soon as you've fallen off the waterfall. You're wondering where these thoughts suddenly come from. »But it ain't over 'till it's over!«, the captain shouts and tries to turn the ship around once more.

You think about going under deck so that you don't have to witness your end. What are you going to do?

🚢 If you decide to go downstairs, go to Chapter 10.3.1.

🚢 If you decide to stay on deck, go to Chapter 10.3.2.

### 10.3.1 Under deck

As soon as you are under deck, you realize how strong the draw really is. The ship is bouncing around, and so are you. You get smashed at the wall several times, then you decide to go upstairs again.

 Go to Chapter 10.4.

### 10.3.2 On deck

You decide to stay on deck. It won't help you if you are under deck, maybe it would even decrease your limited chances of staying alive. You step to the reeling in order to have the best sight of your fast approaching death.

 Go to Chapter 10.4.

## 10.4 The waterfall

The waterfall is now really close. You can feel that you and the crew don't have any chances to survive anymore. The ship reaches the edge, it fluctuates a little bit, then – finally – it starts to fall off the edge and into nowhere.

You want to scream, but there is no sound escaping your mouth. The wind causes you to cry, your face feels like it was fixed at the back of your head. You realize that one of the crewmembers next to you peed into his trousers and you can understand him. You are trembling because of how scared you are, but try to hold on a rope as tight as possible. Beside you, someone is screaming as he lets go of his rope and falls off the ship and into the rift. You look down. Something ground-like is constantly approaching. You are ready for the hit and close your eyes. Your face is wet because of your tears and the drops caused by the waterfall. Then you feel a harsh jolt trembling through the ship, your spine gets a slating, and finally you manage to scream.

 Go to Chapter 13.



# 11 Deserted Island

AUTHOR: VERA

**H**eat! Sand! Sun! Slowly, your eyes get used to the bright light and you blink. All you see is sand, a blue sky and the sun burning above. It looks like a desert, behind you is the ocean, and you are all alone. You are thirsty and hungry and this island does not look very inviting. How nice would it be to talk to someone, or something, like a skull, a seagull, or a three headed monkey? But there is no one, just sand, stones and heat.

🚢 Do you want to explore the island anyway? Then go to Chapter 11.1.

🚢 Or do you want to leave the island right away? Go to Chapter 11.2.

## 11.1 Exploring the island

Although the island looks empty and boring, you feel adventurous and start walking. It is very hot, and you take off your jacket. There are no tracks in the sand, it seems not even snakes or scorpions are inhabiting this island. Which is actually good, because it would not be a nice death if a snake bit you now. It would be good to have a map right now!

🚢 Do you have a **complete treasure map** and know how to decipher its **code**? Turn to Chapter 11.1.1.

🚢 If you do not have a **complete treasure map** or do not know the secret **code** (ha ha!), go back to Chapter 11.

### 11.1.1 **Lucky you!**

Luckily, you have the complete treasure map. Yeah! All those adventures, fighting and weird places were worth the effort! You take it out of your jacket, drink some rum and have a good look at the map. It is very beautiful, and now all the yellow colour on it makes sense at well. Simply sand, sand, sand and some stones.

But where is the treasure box? As you are very experienced with finding treasures, you know the treasure is below the big »X«. And this is like 2.5 km East of you. But where is East? There are no landmarks, you have no idea what time it is and are completely disorientated.

🚢 Do you have a **compass** with you? In this case go to Chapter 11.1.2.

🚢 If you don't have a **compass**, go back to Chapter 11.

### 11.1.2 **Well prepared**

Good on you! As you won the epic rap battle against the pirates in Ruby Bay, you own the compass and can find East easily.

It is difficult to walk through the sand, but you are eager to find the treasure box. What might be in it? Gold? Silver? Rum? Rum would be nice. Or the latest issue of *Cosmopiraten*, you missed the last two already as you were travelling.

The sun is burning, you ignore all the Fata Morganas around you (or is there really a seagull shitting in front of you?) and just think about heading East. After an hour of walking, you arrive in a little valley. According to the map, the treasure box should be right next to a big stone looking like a skull. You look around, there are many stones in the valley, but none of them looks like a skull. Oh wait, over there? You run to it, and start digging all over the place. Luckily, you took all the fitness advice from *Cosmopiraten* so you are super fit. You shovel the sand with your bare hands, like a dog, just thinking about the treasure. Suddenly, your bleeding hands feel something solid. Here it is! The treasure box! You breath heavily and carefully lift the box out of hole.

It is beautiful! So old! Silver ornaments are displayed on it. What a beautiful piece of work! You caress the box and your fingers feel all the details. Amazing! The box is heavy, too heavy to carry. There is a big lock at the box, it looks rusty and you really need a **key**.

🚢 Do you have the **key**? Lucky bastard! Go to Chapter 18.

🚢 You do not have the **key**! Ha! What a pity. Well, then you have to go back to Chapter 11.

## 11.2 **To leave or not to leave ...**

As you are really not a big fan of building sand castles and meeting Fata Morganas, you decide to leave this hot and empty place right away.

🚢 Do you have a **ship**? In this case you can travel back to Chapter 16.

🚢 You do not have a ship? Well, then you are dead. As the ocean is the only way to leave the island, and the water is full of sharks, you starve to death. The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 4.



## 12 The Floating City

AUTHORS: PETER & ORESTIS

**S**upposedly it is destiny. A long sequence of events brought you unexpectedly to the Floating City, even though you were searching for something entirely different. Nevertheless, do not be disillusioned: you did not find the Floating City – the Floating City found you.

»I have some rum for you.« a three-year-old native boy says in a soft voice. »Would you like some?« You kindly refuse this unforeseen gesture, as you are still trying to figure out what is happening around you. As you rise, you realise that you are located in the main square of the mythical Floating City.

The entire city floats gracefully in the ocean; its movement is so smooth, you do not realize that you are sailing in the roughest of seas. A series of towering timber structures, which are organized in a rectilinear grid, host colourful hot air balloons on the top. The connections between them is a complex network of timber pathways placed on different heights.

Around this unique infrastructure, are the ever-changing buildings of the city. The Floating City is in constant flux, as the urban fabric responds to the fluid needs of its people. This is an advanced civilisation. As you find yourself pondering on the technological advancements and political maturity of these nomadic people, the three-year-old native offers to help you.

»I can give you a tour around the city«, suggests the boy, »then you can understand more about our home, but also about your world.« And so begins a journey through the squares, towers and pathways of the Floating City. As the boy explains the political structure, urban planning concept and the mechanics of the city, your eye catches something extraordinary – now it all makes sense.

»Cosmopiraten Headquarters« reads a flowery sign on the top of a timber skyscraper. »Of course *Cosmopiraten* is written by an advanced civilisation!« you exclaim. »How could such a perfect piece of journalism be created in an environment other than the dreamy city of balloon towers?«

»I can take you there.« says the wise boy. »Or if you are eager to leave our home, I could also show you the path to the Travelling Device.«

You decide:

🚢 If you want to go to *Cosmopiraten* Headquarters, read on in Chapter 12.1.

🚢 If you want to go to the Travelling Device, read on in Chapter 12.2.

## 12.1 **Cosmopiraten Headquarters**

As you make your way through the main entrance, light floods from the top to illuminate the atrium. Busy people run around the complex holding charts and freshly printed articles. You can smell the ink drying in every room. »This is the stuff, dreams are made of« you think.

Climbing up the stairs, an intricate system of ropes, pulleys and documents allows the staff to exchange information on stories and the latest developments. On the periphery of the room are massive telescopes manned by the most observant employees. »Oh, this is how *Cosmopiraten* got those scandalous pictures of Molly Morgan! Thank you Big Brother!«

»You! Can you write?« a Clark Kent looking fellow asks you. »Doesn't matter, you have three hours to give me a 500 words piece on climate change! It's a major issue that affects us the most.« Your eyes light up with the thought of being part of *Cosmopiraten* family. Nevertheless, living on a Floating City indefinitely is scary.

A dilemma appears:

- 🚢 Work for *Cosmopiraten* for the rest of your life. Go to Chapter 12.3.
- 🚢 Go to the Travelling Device. Go to Chapter 12.2.

## 12.2 The Travelling Device

The clicking sound of the numerous gears can drive one crazy. Big gears, small gears, shiny gears, rusty gears, gears made of brass and even gears made of water are part of an advanced technological marvel. In the middle is a compass the size of two baby elephants. On its periphery is a number of potential destinations. Changing the magnetic field with a series of chains and levers you can visit any of them.

You decide:

- 🚢 If you want to travel to the Tavern, go to Chapter 1.
- 🚢 If you want to travel to Ruby Bay, go to Chapter 2.
- 🚢 If you want to travel to Shipwreck Bay, go to Chapter 9.
- 🚢 If you want to travel to the Harbour, go to Chapter 14.

## 12.3 Working hard or hardly working

- 🚢 Work hard. Go to Chapter 12.4.
- 🚢 Hardly work. Go to Chapter 12.5.

## 12.4 Work hard

It is 12 years later. You are sitting at your desk in the CEO office of *Cosmopiraten*. You have been at work for 70 hours straight. There is always a new story to proofread, another interview to do, another trend to analyse.

Your partner and children miss you but you have dedicated your life to making *Cosmopiraten* the greatest pirate-oriented magazine in the Seven Seas. You love your life, but sometimes you miss the good old days of flipping through the Chapters of life.

When thoughts like that cross your mind you are always reminded that time works in interesting ways in the Floating City. If you go to the Travelling Device now, everything might still be exactly as you left it on the outside world.

You decide:

🚢 Keep working for *Cosmopiraten*. Go to Chapter 12.3.

🚢 Go to the Travelling Device. Go to Chapter 12.2.

## 12.5 Hardly working

»What is this piece of shit?! How can you not believe that climate change is not caused by humans?! You are fired!« shouted the Clark Kent looking fellow in rage. This was perhaps the only time in the Floating City's history where a native used such a harsh language.

You are exiled. A fleet of white doves lifts you in the air. After an endless and painful flight through mist and gales you faint.

🚢 You open your eyes. Go to Chapter 14.

## 13 Atlantis

AUTHOR: CHRIS

A bit confused by everything that just happened, you somehow manage to get your ship under control again. If controlling means »slowly sinking to the ground of wherever you are«. You start to panic and try to reach the surface again, but you're running out of air quite quickly. Out of the corner of your eye you spot a familiar looking mermaid, with red curly hair and a seashell crown on top of it. Far behind her, you can see a yellow-blueish fish, desperately trying to catch up with her.

You note that you are passing out, and the next moment everything around you turns black.

When you wake up again – surprisingly still alive – you have a weird air bubble surrounding your head, allowing you to breathe.

You look around and find yourself in front of a big city, with golden towers and grand buildings everywhere. You start strolling around and exploring this beautiful surrounding, being amazed of the high life that is going on under the sea. You come along two inhabitants of the city, who are fighting over whose seaweed is greener.

Confused you keep on walking through the city, until you get to something that looks like a park. A lot of fish and sea-creatures are assembled there, and they seem to be preparing for an orchestra practise or something like that. Amazed,

you come closer and watch the happening. A very energetic and over-motivated looking crab arrives and hurries to get to the assembly as well, accidentally pushing you away a bit, without noticing.

You use this chance to get some information about where you are, and how you can get the fuck out of here again.

»What?!? You managed to come to the most beautiful place – except for the Floating City maybe – and want to leave again?« The tiny crab tries to put his arm around your shoulder and suddenly to your surprise starts singing:

*»You dream about going up there  
But that is a big mistake  
Just look at the world around you  
Right here on the ocean floor  
Such wonderful things surround you  
What more is you lookin' for?*

*Under the sea  
Under the sea  
Darling it's better  
Down where it's wetter  
Take it from me*

*Up on the shore they work all day  
Out in the sun they slave away  
While we devotin'  
Full time to floatin'  
Under the sea«*

All the sea creatures start to accompany him with their improvised looking instruments, made out of seashells, seaweed and basically anything you can find in the ocean.

As you're trying to free yourself from the crabs grab, you accidentally stumble forward, and land in a pile of shells that the fish were using as drums. One of them slips away and hits a fish on the head, who immediately gets super-angry and bashes his harp onto a random fish next to him. The whole situation escalates quickly, and in the next moment everything is in chaos. Seaweed starts burning, everyone is aggressively punching someone else and everything gets destroyed.

With a distraught look on your face, you just turn around and leave, continuing your stroll with notably faster steps now. You get back to the centre of the city, and notice several speed-policefishes swimming around, hanging up wanted-posters with your face on them, covering old posters of the latest edition of *The Comspiraten*.

You decide that it's probably time to leave, and make your way out of the city.

A bit outside the city, you see something shiny and golden, stuck in the ground. You come closer to it, and examine it. It seems to be an **amulet**. There's a kraken engraved on it. You decide to pick it up. It shows some resistance but you manage to pull it out.

Congratulations, you have just unplugged Atlantis. And you're standing right in the middle of the strong suction. The whole water of the lake gets drained out, together with you and your **Båten™**, and probably most of the inhabitants of Atlantis.

 Nice dick-move. Go to Chapter 2.4.



## 14 The Harbour of Tortuga Bay

AUTHORS: CHRIS & LÜBECK

**Y**ou are right in the middle of the busiest harbour you have seen in your entire life. Merchant ships are coming in and going out, suspiciously looking ships carry a lot of armed men (might these be pirates?). At the docks you see a plump, richly dressed man, he is surely the harbour master. Dockworkers are unloading crates full of cargo, you hear loud voices bargaining over a shipload of tobacco. To your right, you see a drunken man stumble out of a dark alley. He stops at a sign and tries to hold on a pole. He bends over and throws up right onto the sign. Staggering, he looks at the mess and abruptly cleans it with a swipe of his right arm. Underneath the leftovers of his last meal you detect some letters: **TA...E.....N**.

Nearby you spot a fierce looking man. He has both the swag and the attitude of an important pirate. You are mightily impressed by his enormous big hat, his messy beard and the standard equipment for pirates: a peg leg and an eyepatch. He leans proudly and slightly drunkenly on the smallest ship in the harbour. It seems to have seen its best years a long time ago and you are not sure if it is even able to carry anything besides its own weight.

In the distance, up on a hill in the middle of town, you spot a grand house with the flag of the British Empire. This must surely be the Governor's Residence.

On the other end of the Harbour you spot the outskirts of a large Jungle.

Looking back to the Ocean, you see the passageway of Tortuga Bay into the Open Sea.

- 🚢 If you decide to go into the general direction of the drunkard, go to Chapter 1.
- 🚢 If you decide to approach the fierce yet pitiful looking Pirate Captain and talk to him, go to Chapter 14.1.
- 🚢 If you decide to take a thorough look around, go to Chapter 14.2.
- 🚢 If you decide to make your way to the Governor's Residence, go to Chapter 3.
- 🚢 If you decide enter the Jungle, go to Chapter 15.
- 🚢 If you have the **Båten™**, you can set sail. In this case, go to Chapter 16.

## 14.1 The Pirate Captain

You approach the Pirate Captain and speak to him:

- 🚢 »Nice weather. Where have you got that nice hat from?« Go to Chapter 14.1.1.
- 🚢 »You look like you know your business. Where can I find a ship?« Go to Chapter 14.1.2.
- 🚢 »That is a nice peg leg. Where did you get that?« Go to Chapter 14.1.3.

### 14.1.1 »You can leave your hat on«

»You like it? It's the latest fashion in Port Royal. I read about it recently in the latest issue of *Cosmopiraten*. By the way there was a very helpful reader's letter about woodworm treatment on peg legs. There was also a very peculiar essay about the latest scientific endeavour to find the Floating City. Have you heard about that? «.

- 🚢 Go to Chapter 14.

### 14.1.2 Parts of Båten™

»I've got a leftover assembly kit for a boat from Ikearrrr. It's called **the Båten™!** You can have it. The parts are just too heavy to carry them anywhere and I don't know where the **Båten™ instructions** and the **special weird tool** are. Good luck, you still look young and capable.« You got a big and unbelievable heavy package. You open it and find many smaller packages in it. You open these as well, remove the foil made out of hemp to discover a lot of confusing wooden pieces labelled **Båten™**.

- 🚢 If you happen to also possess the **Båten™ instructions** and the **special weird tool**, now briefly turn to Chapter 17.2.

Then:

- 🚢 Go to Chapter 14.

### 14.1.3 Peg Ileg

»What a stupid question. Ikearrrr of course, they got the best. It's called Pøg™. By the way you don't happen to coincidentally possess any spirituous liquor, in particular a bottle of **rum**?«

- 🚢 If you have a **bottle of rum** you can decide to hand it to him. He drinks it very fast and not much time passes until he gives you a now empty bottle, a **bottle full of air**. You put the **bottle** back into your pocket. Go to Chapter 14.
- 🚢 If you have a **bottle of rum** you can decide to keep it. Or if you don't have a bottle of **rum**, go to Chapter 14.

## 14.2 Inside the Harbour

You walk into in an unattended warehouse. It's dark and dusty inside. You hope nobody has seen you walking in. You find a pile of half broken boxes full of last year's issue of *Cosmopiraten* from December 1767. In another corner you find a locked cabinet. Accidentally you touch the lock and it just falls off. You are surprised, but nevertheless, you use the opportunity and open the cabinet. The

cabinet is filled with bottles full of rum from Trinidad. You decide to take **one bottle of rum**. You are about to drink it, but then you check the expiration date: »January 1702«. This looks like a nice gift for someone else.

Suddenly you hear a loud voice shouting from the entrance: »Heh you, what are you doing in there? Are you stealing my belongings? I will teach you a lesson you impertinent smug prick.« He is running towards you and pulls out his sabre from its sheath.

You seek your refuge in flight and run towards the back. He is chasing you and is close to catching up with you. You turn your head, look over your shoulder while running. In this very moment, you see him swinging his sabre towards your neck. Instinctively you duck down and stumble over a pile of rods and fall to the ground. At the same moment, the guy cuts a rope leading upwards. His last words you hear are: »Oh shit!«.

The latest model of Ikearrrr's Pianø™ falls to the ground with a loud bang, burying your current problem.

Relieved, you get up and look at the rods, which saved your life. On one of them you read the label: »**Røden**™«. Underneath is a picture of the rod being used to load a cannon. Because you think this could come in handy you decide to put the **Røden**™ in your pocket.

 You exit the warehouse and go back to the harbour. Go to Chapter 14.

# 15 The Jungle

AUTHORS: MAX & YLVA

**A**s soon as you take the first careful steps into the shade of the trees, you are surrounded by the sounds of wilderness. Birds are singing their songs above you, a monkey's scream cuts through the air. Hearing the whispers of a thousand invisible creatures around you sends a shudder down your back – it gives you the uncomfortable feeling of being watched. At the same time you are fascinated by the untamed beauty of this strange world you have just entered. You take a few steps forward to have a closer look at a large purple flower hanging from a low branch – and hastily jump back when you spot the gigantic spider's web that you almost walked into. You turn around – and suddenly realize that you can't see the town or beach anymore. Actually, you are not even sure which exact direction you came from. You look up to see if the sun could give you a little orientation, but the only thing you see is the roof of leaves and vines above. Suddenly you hear a shout coming from your right – a desperate voice calling for help!

- 🚢 If you run in the direction of the screaming, go to Chapter 15.1.
- 🚢 That sounds like trouble – not something you're looking for! If you turn around and choose the other direction, go to Chapter 15.9.

## 15.1 The decision

You run as fast as you can – which is not so easy because you constantly have to jump over fallen logs, watch out for more spider webs and weave around moss covered trees in your way. The high pitched screaming gets louder and louder the closer you get. Just as you realize it's a female voice, it abruptly stops. You increase your speed.

Suddenly the trees part and you find yourself at the shore of a lake. The water is of a deep blue color, a few water lilies are blooming on the surface. You look around to find the source of the screaming you heard and at first you are confused because this lake actually looks quite peaceful. Your eyes follow a yellow butterfly the size of your hand, that lazily flies above the little ripples of the water. You blink – and it's gone. Something is not right. All of the sudden a huge purple tentacle breaks through the surface of the lake! Another one appears and this one is holding the limp body of a woman, her naked skin glittering in the sunlight and water dripping from her long blonde hair.

- 👤 A damsel in distress! No time to think. Without taking off your boots you jump into the water to save her. Go to Chapter 15.2.
- 👤 There is no way you can still save that poor girl – no point in playing the hero here! You turn around and close your eyes. Go to Chapter 15.9.

## 15.2 Last hero on earth

The cold water is quite a shock after the hot burning sun. You swim as fast as you can to reach the middle of the lake where the Kraken has now fully risen through the surface. Its eight arms are whipping through the air, one of them still holding up the girl. As you get closer you start to wonder what the hell you were thinking when you jumped into the lake. How on earth are you supposed to free this poor girl from the grip of this monster? But it's too late to turn around now – the Kraken has just noticed you.

- 👤 If you are wearing the **Amulet of the Kraken**, go to Chapter 15.3.
- 👤 If you have never heard of such an **amulet** but check your neck anyways – nothing there – go to Chapter 15.4.

### 15.3 *Rice to wear an amulet!*

You remember the golden **amulet** with the engraved picture of a Kraken that you got in Atlantis! You haven't taken it off since, so you try to pull it out from under your shirt while swimming further towards the splashing tentacles in front of you. Finally, you grab a hold of it and hold up the golden locket. You see one of the purple arms reaching for you – now would be a really good time for the amulet to work its magic. Were there any words you had to say to make it work? You start to panic, wave the golden chain above your head, treading water with your legs to stay on the surface. No lightning appears, no mystical ghost arises from the amulet.

Even though you know that you don't stand a chance against this monstrous creature, you start to scream and kick when the tentacle closes around you. You try to free yourself, pulling and scratching at the purple suckers, but the Kraken lifts you up in the air easily. Up and up you go until you can overlook the whole lake. Just as you prepare to be violently thrown on the shore or be pulled under the surface, the tentacle stops moving. You wait for something to happen. What's going on? Maybe the amulet is working after all? Or maybe the monster is just thinking about whether to eat or drown you?

- 🚢 You use all your strength to wiggle out of the tentacle's grip and jump. Go to Chapter 15.5.
- 🚢 You stop struggling – falling down on the water from this height would probably not be pleasant. You shout: »Put me down!« Go to Chapter 15.6.

### 15.4 *The battle*

You dive under the surface to hide from the Kraken. A few seconds later a huge purple tentacle splashes down just an arm's length away from you. You stay underwater for as long as you can and hold your breath, then you carefully lift your head to refill your lungs with fresh air. You see the body of the girl hanging above you. She isn't moving at all – is she still alive?

But before you can take a closer look another tentacle reaches out to you and you quickly dive down again. You swim around the Kraken, which has for some reason still not killed you. Its tentacles keep waving around, crashing down on the water from time to time, but so far you have managed to avoid them quite easily. When

you resurface you notice weird black stripes across the creature's huge purple body. Suddenly you understand! Eight eye patches are covering its head – it's blind! So there is no point in diving to hide. You swim closer to have a look at that girl again. She is quite the sight. You start picturing how this situation could have turned out if there had been no Kraken interrupting her little naked swim before your arrival. Well, let's save this thought for some other time. Right now it's not really helping you focus. The Kraken is still splashing about and you try to get even closer to free the girl from the grip of the tentacle. You manage to reach her – but realize that you're too late. She's not breathing anymore and probably hasn't been for some time. So much for you damsel in distress phantasies ....

👤 You decide to swim back to the shore as there is obviously nothing to be done here. Go to Chapter 15.9.

## 15.5 Falling slowly

The fall is a lot longer than you expected. You try to think of what you learned about landing strategies when jumping off high places. Form a cannon ball? Spread arms and legs? Diving straight into the water is not an option anyways as you are already spinning around yourself. When you hit the surface a sharp pain shoots up your back. The water closes over your face and when you struggle to get back up you realize you can't move your legs anymore. You start to panic, trashing about with your arms. Water fills your nose and mouth as your movements slow down. You try to look up to get one last glimpse of the sun – but you don't even know which way up and which is down. Everything goes dark.

👤 Well done, you died. The game is over. There is nothing you can do about it... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 15.3.

## 15.6 You win (or not?)

The tentacle starts to sink back slowly down towards the surface of the lake – it worked! »Now let me go!« The Kraken immediately releases you and you drop into the water. »Her as well!« With a splash the limp body of the woman hits the surface a few feet away from you and sinks. Shit.

- 🚢 There is no way you can just let her drown after all the effort you put into freeing her! You take a deep breath and dive down after her. Go to Chapter 15.7.
- 🚢 You hurry to get over to where you saw her landing in the water and reach down your hand – nothing. You are exhausted from the fight with the Kraken and not in the mood for searching the lake for a girl that has probably already drowned. You decide to swim back to the shore. Go to Chapter 15.8.

## 15.7 We can be heroes – just for one day!

You swim towards the ground of the lake – and start to wonder if there is one after you've been diving downwards for a while. You can't see a thing in the dark water and you feel the exhaustion of your fight with the Kraken slowing your movements. Where did this damn girl go? You pull yourself deeper and feel the air inside your lungs growing short. There! You reach the muddy ground of the lake and feel something touching your legs. It's the girl's hair! You grab her arms and pull her upwards. Her weight makes it very hard to move. Your lungs are burning by now. In a desperate final attempt you try to get the two of you back to the surface – and everything goes dark.

- 🚢 You just drowned. The game is over. There is nothing you can do about it ... But wait! Your experience and your cunning has exceeded our expectations! You saved your progress just right before your death, as any decent gamer would do! Bravo, we salute you! Go back to your last spawn point, Chapter 15.6.

## 15.8 Life goes on

You pull yourself out of the water. When you turn around you see the last few purple tentacles disappear beneath the surface. You try not to think of that poor girl that you couldn't save after all. Let's move on and leave this dreadful lake behind!

- 🚣 If you go back the way you came from when you heard the screaming for the first time, go to Chapter 15.9.
- 🚣 If you choose to follow a narrow trail leading up the hill, go to Chapter 15.17.
- 🚣 You spot a small pathway in between the shrubs. If you decide to find out where it leads to, go to Chapter 15.8.1.

### 15.8.1 Damn jungle

The pathway grows so narrow that you are forced to move sideways. You have to hold up your arms to avoid the low branches scratching your face. In the mud you spot the paw prints of some small animal. The sounds of the birds and insects around you have almost drowned the burble of the lake by now. As you push forward the green wilderness closes in on you until your way is completely blocked.

- 🚣 If you have a **machete** you use it to cut your way through the jungle in front of you. Go to Chapter 9.
- 🚣 If you don't have one you turn around and go back where you came from. Go to Chapter 15.8.

## 15.9 You selfish idiot

You feel guilty because you ignored the screaming. But you can't save all the maidens in the world! You continue to walk in the jungle.

- 🚣 Go to Chapter 15.10.

## 15.10 The abandoned city

As you stumble through the dense jungle you start to see more large rocks laying around. Suddenly, the jungle opens to reveal a ruined city. It is a mass of stone towers and buildings that over time have slowly fallen apart and now lay broken. It is clear that the jungle has come to reclaim these lands. You see native plants and mosses spurting out of the old building. Even though trees have not started to grow in the centre of this ruin, it is already overcast and gloomy here. As you look around this strange place, you start to see signs that humans have been here. There is what appears to you to be tribal markings on a wall leading in what appears to be a small path back into the jungle. In addition, now that there is a patch clear of trees you get your first glimpse of the sky for what feels like ages. Through this patch, you can see what looks like a bonfire up on the hill in the distance. You realise from this spot you might have a wide view over the island. You know you could use this to find your way out of this jungle to the location you wish to go to. But you also spot a path on your left hand side.

- 🚶 Finally, an actual path. You shall follow where it goes, hopefully the natives can help you to find your way out of this damn jungle. Go to Chapter 15.11.
- 🚶 You bet you could get a good view from on top of that look out up there. Go to Chapter 15.17.

## 15.11 The hammock

You proceed down the path as it re-enters the jungle. The trees close back in around you and the exotic and damp smells overwhelm your senses as the dark takes you. You keep following the trail for a while and see not many other signs of human life. This is until you find a hammock hanging between two trees randomly in middle of the path. The person who hung it there is nowhere to be seen and you wonder what has happened to him.

- 🚶 If you are actually really tired and a little nap couldn't hurt, go to Chapter 15.12.
- 🚶 If you have no time to rest and you need to get out of this damn jungle, go to Chapter 15.13.

## 15.12 Just a little nap

You awake still in the dark jungle. You feel refreshed. All your aches and pains seem to have disappeared. But you are still horribly lost in a jungle to which you have no idea how to get out but least you have had a nappy nap. Now which way did you come from?

🏹 That way! Go to Chapter 15.13.

🏹 No that way! Go to Chapter 15.10.

## 15.13 That way!

You start to hear noises from the jungle in front. You can't shake the feeling that you are being watched. Once again, the trees clear slightly to reveal what you assume is a native village. However, whereas the ruins were dark and damp, this village is full of light. The whole village is made of reeds and built half way up in the trees. All of this is connected by long wooden bridges and occasional rope ladders down to the ground. You see people exiting their huts and staring down at you. One steps forward and yells down at you in a language you can't quite understand. You manage to catch the words »rum«, »Floating City« and »lookout spot«. As he says the last one he points to the bonfire on top of the hill that you saw earlier.

🏹 If you follow his request, you go to the lookout and go to Chapter 15.15.

🏹 Does this guy want your rum? You might as well give him some. If you have a **bottle of rum** you can go to 15.14.

## 15.14 Bloody rum

As you prepare to throw the rum up to the man you realize how high up he really is and choose to put a little more force into the throw than you first thought. You take back your arm and hurl the bottle up to the man. You stare in horror as the bottle collides straight into the man's face, shattering into millions of pieces and also causing the man to stumble backwards. The horror grows as the man's stumbling causes him to lose his footing and fall from the perch he was standing on. There is a sickening crunch as the man collides with the floor. You stare at the

body for a while and realise shouting and screaming is descending from the trees above you. You see a spear flying in your direction. You fall and remember no more. You are dead.

🚣 Go back to Chapter 15.13.

## 15.15 Botanical knowledge

As you enter the jungle once more you feel good to finally have a destination you can definitely know is there and to which you can see in the distance. Travelling through the jungle you start to see a tree in the distance that you feel is somehow out of place in this forest. You realise that it's a palm tree that usually would not grow in this location.

As you approach the tree, a voice calls down to you from the top of the tree. »You, yeah you, got any biscuits?« As you peer into the branches you see a little monkey sitting on the top of the tree. As you stare it continues: »Come on! Are you as dumb as ugly? Biscuits!«

🚣 If you have the **monkey biscuits** proceed to 15.28.

🚣 If you don't, then go to Chapter 15.16.

## 15.16 No biscuit for you!

»None, not even one? Well aren't you useless.« shouts the monkey. A sticky warm substance hits you straight in the face. It smells vilely and you have a sneaky suspicion it is produced naturally.

🚣 »Argh! That's gross. I'm going to get out of here.« Go to Chapter 15.17.

🚣 »I'm going to kill this bloody monkey!« Go to Chapter 15.18.

## 15.17 The lookout

As you carry on the path you start to climb up the hill on which the lookout sits. Approaching the top, you see the bonfire is actually on top of a little stone house. Sitting outside of which is a wizened old man. As you approach closer he shouts out to you. »Ow how who are you and what would you be doing here?« Before you have time to responded he continues. »Owww but you're a traveler arnt you.

You seen any rum. No. Then I will tell you where to go. But in the form of a riddle. Why? Because I have to tell every tom dick or harry that stumbles this way the same bloody thing and I'm sick of it. So shut up and listen. As the sun first kisses the earth it first must shine on those broken and bash corpses. The graveyard of a dead ships. See that was god weren't it.«

He must be talking about the **Shipwreck Bay**. But is it ...

🚢 ... to the east? Then go to Chapter 15.19.

🚢 ... or to the north? Then go to Chapter 15.20.

🚢 Fuck it, just punch him. Go to Chapter 15.21.

## 15.18 **Monkey poop**

As you attempt to climb the tree the monkey continues to throw its own leavings at you. You are extremely surprised it can produce so many projectiles. You slip and fall out of the tree.

🚢 Try again? Go to Chapter 15.15.

🚢 Run for it! Go to Chapter 15.17.

## 15.19 **The Qast**

»You have successfully chosen.« says the man. »The bay you seek is to the east of here. Also you could have just looked it, there you see?« He points out a patch of the cove that is littered with broken ships. »So I guess you will be going there now then. Never knows, might be able to see that floating city thing. Ow yeah and if you get any **rum** you know who to bring it to, right? ... Now bugger off.«

🚢 You bugger off to Shipwreck Bay. Go to Chapter 15.22.

🚢 You bugger off back to the Harbour. Go to Chapter 14.

## 15.20 The West

»You shore that's the right answer? Like certain? You can have another go if you want. I won't judge you. Well I will. There is no way of stopping me doing that. And not to call you dumb or anything but you an't smart mate. Go on anather try but actual listen to what I say: As the sun first kisses the earth it first must shine on those broken and bash corpses. The graveyard of a dead ships.«

»Ow yeah, sun rises in the east.« Go to Chapter 15.19.

🚢 Fuck it, punch him. Go to Chapter 15.21.

## 15.21 Fighting always helps

»You hit me! Why you do that? Arrr fine, don't answer the riddle, that's fine. Not like I spent lots of time thinking about it and stuff. It over there, look.« He points out a patch of the cove that is littered with broken ships. »So I guess you will be going there now then .... Now bugger off please.«

🚢 If you bugger off to Shipwreck Bay, go to Chapter 15.22.

🚢 If you bugger off back to the Harbour, go to Chapter 14.

## 15.22 On the way to Shipwreck Bay

As you walk towards shipwreck bay you notice a lemon tree standing in your way. There is what appears to be a magpie sitting in the top branches in a nest made of loose sticks and something that looks weird and keeps glinting in the sun.

🚢 If you decide to climb the tree, go to Chapter 15.23.

🚢 If you think to yourself »I don't want to sit on a lemon tree!« and try to break through the bushes on your right instead, go to Chapter 15.24.

## 15.23 Successful tree climb

It is a hard climb up but you eventually reach the top and find in the magpie's nest a small tool. Next to it there is a copy of *Cosmopiraten* with a full page ad across the front cover for a brand new tool to help in the construction of boats. It says: »This small and handy tool is ideal for the hard to reach point when you are assembling your ship. Get one now.« You acquire the **weird tool** from the nest.

🚢 If you also possess the **parts of Båten™** and the **instructions** on how to assemble it, now briefly turn to Chapter 17.2.

Then:

🚢 Carry on to Shipwreck Bay. Go to Chapter 9.

## 15.24 The note

As you walk past the tree you find a note on the ground. It is somehow addressed to you. It reads: »It would be really helpful for plot reasons if you climbed that tree.« It is signed by someone called *the Writer*.

🚢 Climb the tree. Go to Chapter 15.23.

🚢 Don't climb. Got to Chapter 15.25.

## 15.25 You are stubborn

You walk further, but it appears like you have gone no distance at all. You find another note just like the first. This one reads like »Please climb the tree. It would be really helpful for you.«

🚢 Climb the tree. Go to Chapter 15.23.

🚢 Don't climb. Got to Chapter 15.26.

## 15.26 **V**ery stubborn

You carry on walking and the same thing happens – it looks like you are still in the same spot. There is another note: »Okay, I'm trying to be nice but you still fuck about. Please stop. Now be a good lil human and climb the tree!«

🚣 Climb the tree. Go to Chapter 15.23.

🚣 Don't climb. Got to Chapter 15.27.

## 15.27 **T**oo stubborn

As you attempt to walk again, another note flies out of nowhere and smacks you in the face. This one reads: »Okay, I try to be nice, but no, someone has to be a dick about. How about this then?«

🚣 Climb the tree. Go to Chapter 15.23.

🚣 Nothing else. Climb the tree. Go to Chapter 15.23.

## 15.28 **T**he trade

»Ahh good! Me love them biscuits. Now a trade's a trade.« He throws down the coconut he was holding. »Its in the coconut« he says, clearly seeing your confused face. »You got a nut cracker or something to get it open with? This one needs precision as not to brake the things inside«.

🚣 »Ow yeah, I have a **coconut opener**.« Go to Chapter 15.29.

🚣 »Ow no, I don't have anything like that.« Go to Chapter 15.30.

## 15.29 Interesting findings

You open the coconut with the **coconut opener**. As you slowly drill your way into the coconut a flush of delicious coconut milk wets your pants. You feel stupid, but happy – the coconut is open. Inside you find a sticky, yet perfectly intact ornamented **key**. While you put the key in your pocket you wonder “How the hell did the **key** get inside?” As you have no time for philosophical contemplation, you decide to leave this questions unanswered.

🚣 If you want to go to the lookout, go to Chapter 15.17.

🚣 If you want to go to the Harbour, go to Chapter 14.

## 15.30 Reversed trade

The monkey runs down the tree and looks you up and down for a second. »Looks like you are needing some kit, matey, to crack this nut. I will keep hold of this till you have it, okay?« »Okay.« »Good.« The monkey then scurries back up the tree with the nut and sits back in his place in the branches. »So the trading’s good for next time here’s the **biscuits** back.« He then throws down the **biscuits** and begins to complain grumpily about how much he was looking forward to them.

Do you want to ...

🚣 ... walk up the hill to the lookout? Then go to Chapter 15.17.

🚣 ... wander back to the Harbour? Then go to Chapter 14.

## 16 The Sea

AUTHOR: VERA

**T**he breeze touches your face gently and you hear the seagulls scream in the air – »Arrr, arr!« One seagull is shitting on your deck, but you are so happy that you do not bother about kicking its ass.

Freedom! You stand on the deck of your ship, proudly overlooking your beautiful boat. An old issue of *Cosmopiraten* is lying next to you and the advertisement about the Floating City is really tempting. Taking a deep breath, you steer the wheel and take the route to ...

-  ... Ruby Bay. Go to Chapter 2.
-  ... HMS King Henry. Go to Chapter 5.
-  ... Shipwreck Bay. Go to Chapter 9.
-  ... the Deserted Island. Go to Chapter 11.
-  ... Tortuga Bay. Go to Chapter 14.



## 17 Special Items

### 17.1 The Treasure Map (Complete)

You put the **four pieces** of the treasure map together. It seems to show the way to the treasure. You now possess the **complete treasure map**. Alas, it will not be of any use unless you can also decipher the **code** on it.

 Go back to the Chapter and exact spot you came from and go on.

### 17.2 The Ship Båten™

You try to decipher the complicated **instructions** and build the ship. The first step occurs to be almost impossible: The **parts of Båten™** are so heavy to lift that you almost faint while you try to do it. With the combined help of all the people gathered around you, you manage to arrange the parts ready for being connected. The second obstacle appears to be the **weird tool**, because you don't trust in the stability of it and you also don't know how to use it properly. After repeating step three the fourth time, because you missed something essential in step one, you call the customer service at IKEARRRRRR™. Not that it would have helped, but you feel appreciated. Five days later **Ship Båten™** is ready built. You notice that the boat is surprisingly easy to be folded together. Although the parts have been too heavy to carry, the folded boat is so light and small, that you can put it in your pocket and still have some space left for your towel.

The two things that annoy you however are two screws you have left ... and you have a gut feeling, that they might miss in one essential piece of the Båten™. Moreover the steering wheel squeaks if you steer bowside. You decide to steer backboard as often as possible.

🚢 Go back to the Chapter and exact spot you came from and go on.

### 17.3 Governor's Permission

You possess an official looking letter with the seal of the Governor on it. You open the letter and read.

*»In the name of His Majesty King Georg III., let it be know to all man, that the bearer of this letter has the unconditioned permission to pass freely to and on any vessels of the Royal Navy in service of God, King and Country. The bearer of this document shall be respectfully referred to as the »Royal Countmaster of Spitbucket«. Whoever hinders the bearer in executing his duties to the Kingdom or supports, thinks, plans or installs any measures to do so shall be punished by appropriate means.*

*Long live the King,*

*Edward, Viscount of New England, Gouverneur of the Province of Tortuga«*

You figure out that this letter is the **permission to enter the battleship H.M.S. King Henry**.

🚢 Go back to the Chapter and exact spot you came from and go on.

### 17.4 Loaded Canon

After putting the **gunpowder** to the very back of the canon and push it together with the **loading rod (Røden™)** the canon seems to be ready for firing. Now the only question remaining is: What should you shoot?

🚢 Go back to the Chapter and exact spot you came from and go on.

## 18 Epilogue: The Open Treasure Chest

You put in the key in the old rusty lock of the richly ornamented treasure chest. Behind the wood you hear an elaborated mechanism clicking and clattering and the heavy lid opens with a painful squeak. You approach the chest with a strong feeling of excitement and tension. Carefully you glimpse inside. To your big surprise, the chest appears to be empty, except for another little treasure chest, which strangely looks exactly as the big treasure chest itself. Puzzled and slightly annoyed you open the little chest. You find an envelope with a beautifully looking crafted seal. It looks peculiar and very familiar. Suddenly your mind explodes. Pictures and pieces of memory appear in front of you inner eye – you are sitting in your carpenter’s workshop – your hands craft the beautiful ornaments of the lid, all the movements are happening automatically. You break the seal and open the envelope. You find a card and read it:

*»You need a present for you wife? You need some additional storage space in your vault? You are about to go on a journey and want to hide your precious belongings in a very unsuspecting looking treasure chest? Then come to my treasure chest manufactory – J.Smith Inc., 43 Chest Alley, CE 43 Chestnut Island – Special Offer of the Month: Buy three – Get Two!«*

You put away the card. So this journey was only about finding out you being a carpenter crafting treasure chests? You kick the chest full of anger and nearly break your toe, because of the solid craftsmanship of the chest. A feeling of pride

arises in you. While disappointment still dominating your feelings another thought comes to your mind. All the adventures you have been through, all the people you have met, all the things you have seen – maybe your journey in itself is the treasure you were searching for. Your heart filled with happiness and content you walk away about to enter the next adventure that is life.

The End.

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# DO YOU HAVE SOME RUM FOR ME?

»Already a must-read for each pirate.«

*Jack Sparrow*

»Even I am not coming up with such dramatic deaths.«

*George R.R. Martin*

»Fun this book is – unlike seagulls.«

*Yoda*

»Best story about a pirate's life.«

*Cosmopiraten*

»This years best novel in the category: Books mentioning Atlantis.«

*Triton*

»The best book I ever read. Believe me.

Nobody knows pirate books like Donald Trump.«

*Donald Trump*



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14 DOUBLOONS