

The Ferry to the Paper Island

GM reference | 120 minutes | Edition 2.0.0

At a glance

Eight places form a river approach and an island loop. The quay, fold shop and reed bank give preparation choices; landing, awning, crease terrace and print room form the inhabited paper island; the hidden fold loft provides a dry shortcut discovered from the pattern. Six visitors are already safe under the awning; count Cera and the characters separately as crew. Their danger is a shrinking return window, not drowning scenes. Moisture turns are spent on careful work, never on roleplay. Restoration costs a dry pattern, a supported pinhole and two turns of fold work. Towing uses the finite towline and gives up the island while saving the ferry. A standby launch can take people only if all other resources are exhausted. Describe the wet edges as a route boundary, never as a place where a failed roll drops a person.

Truth

Cera folded the landing inward to shelter visitors from rain. Soluble ink washed away the return mark. Ori's dry ledger still has the correct mountain/valley sequence. The dry pinhole can support a careful restoration; the reed channel can tow the ferry home without saving the island.

120-minute route

10m opening; Mark the reed alternative 20m; Meet the visitors and explore the interior loop 25m; Recover the pattern for another summer 25m; Choose towing and bring the ferry home 30m; 10m closure.

Use quay - reeds - landing - awning - terrace - print - loft - awning, then return via landing - reeds - quay. Ten turns allow saving a reconstruction before towing; the island is consciously relinquished while its future pattern survives.

People

Nell: Bring every visitor back and record the count.

Offers: A mooring, passenger board and people-only standby launch. Boundary: Will not report the ferry recovered when only people return.

Ori: Preserve a dry, usable return pattern. Offers: The ledger and two dry sheets. Boundary: The only ledger stays under glass; copies can travel.

Tev: Use the protected current without loading wet paper edges. Offers: One towline and the sheltered channel. Boundary: Cannot tow the entire island, and will not attach to a wet edge.

Cera: Undo the shelter fold and account for every visitor.

Offers: The ferry pole and control of the moored ferry.

Boundary: Board from the dry awning; do not hurry people over the curling bank.

Events

Dry work turns at most 2: The wet outer bank curls. The covered awning and reed approach remain usable; two-turn towing or a people-only launch are the immediate alternatives.

Closures

A summer shore again: Return fold restored is true

A ferry wake through loose pages: Ferry brought home is true

Every passenger, one boat left behind: Available

Recovery

If the summer causeway is blocked, the reeds still reach the landing. If the inner bank walk is blocked, a copied or reconstructed pattern reveals the loft. With no sheets, pattern or towline, the standby launch saves people but leaves the ferry and island; do not turn that result into a full recovery.