

FRIEDEMANN FINDEISEN

CANTALOOP

PREQUEL

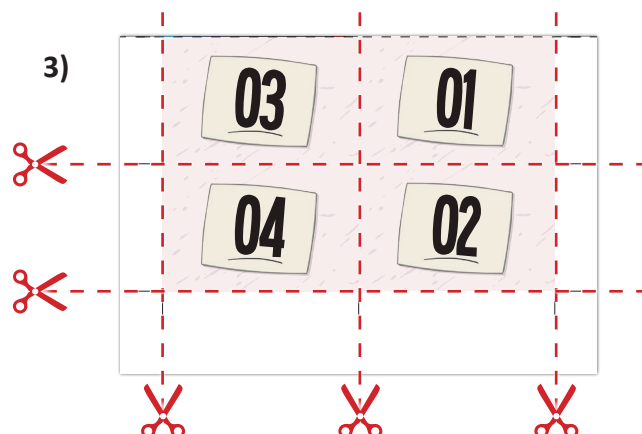
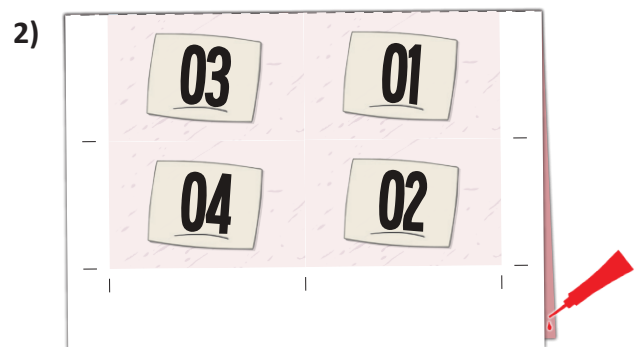
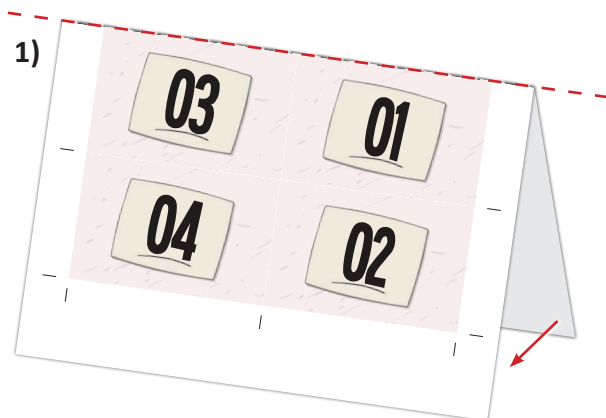
THE CARDS

This is one of three files you need to print out and assemble in order to play the Cantaloop prequel.

The following six pages of this file show the front and back sides of the cards needed to play this game.

CAUTION! Make sure you do not look at the front sides too closely when assembling the cards; looking at the fronts may spoil the experience.

Each A4 page of this file shows the front and back sides of four cards. Fold each A4 page along the dashed line and glue the two halves together. Then cut out the cards as indicated by the small black lines on the sides. Sort the deck by the numbers on the back while keeping the cards face down.



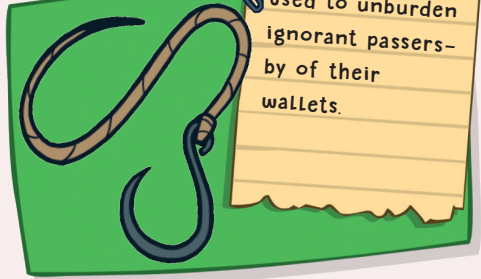
02

04

01

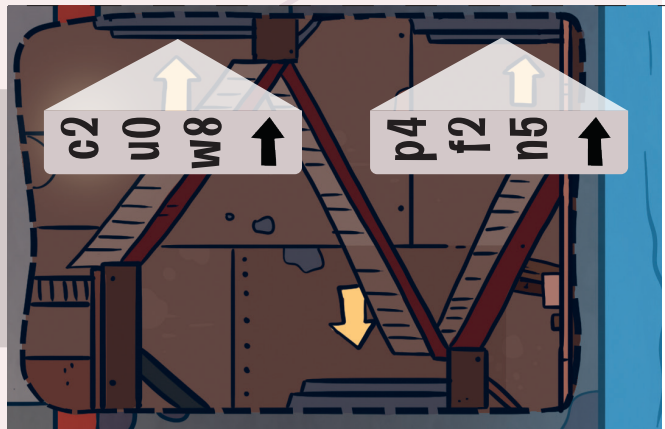
03

HOOK'S HOOK



h5
←
d0
s6

u9
t1
x1
→

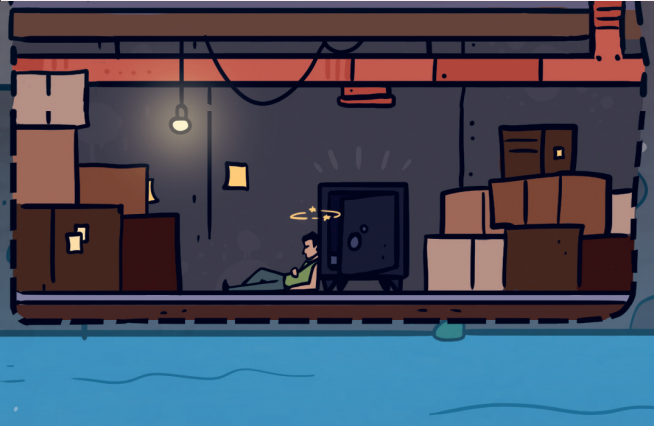
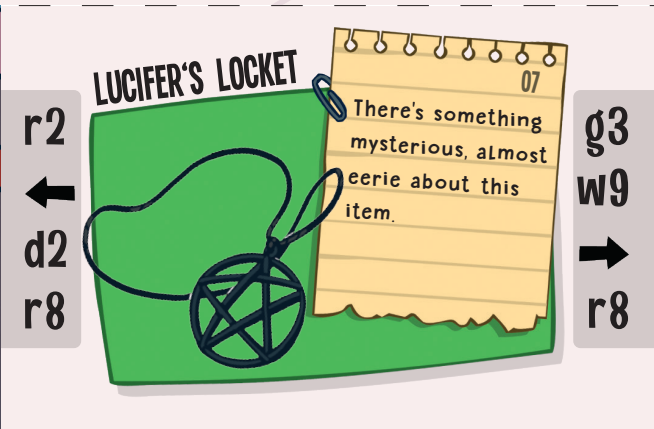
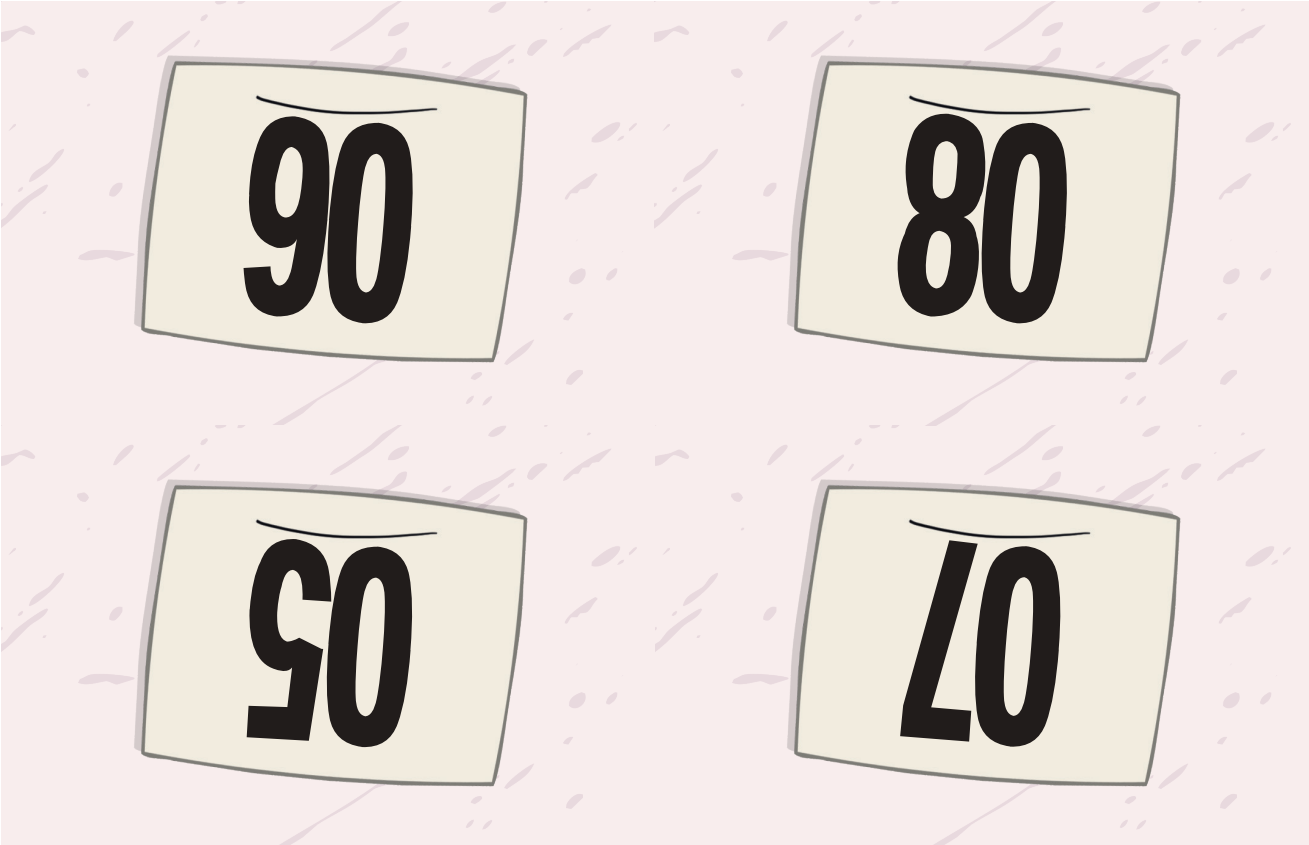


CABLE



←
b3
k9
z6

k4
v6
→
s2

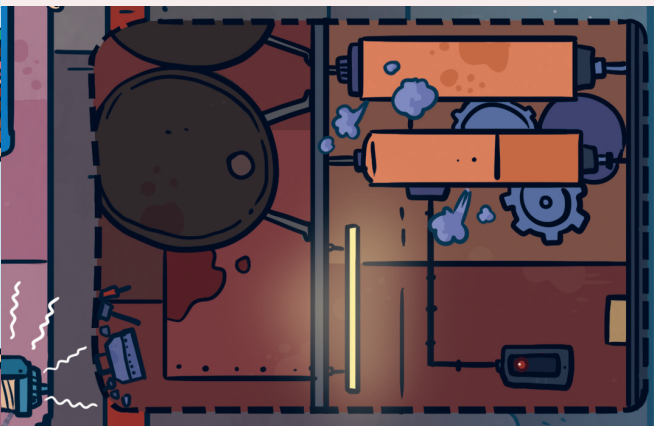
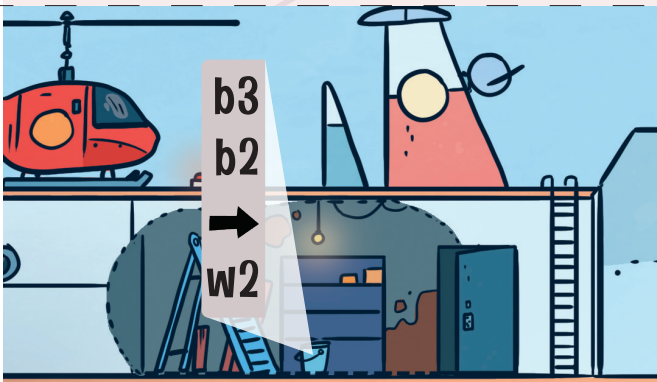


10

12

60

11



14

16

13

15



z9
f8
y6



THANK YOU CARD



←
s4
f4
n1

15
A card with a wizard on it saying "A magical thank you."

n5
f5
f2
→

WATER BUCKET



b4
←
f5
s4

14
A metal bucket, filled to the brim with sea water.

u5
z5
i9
→

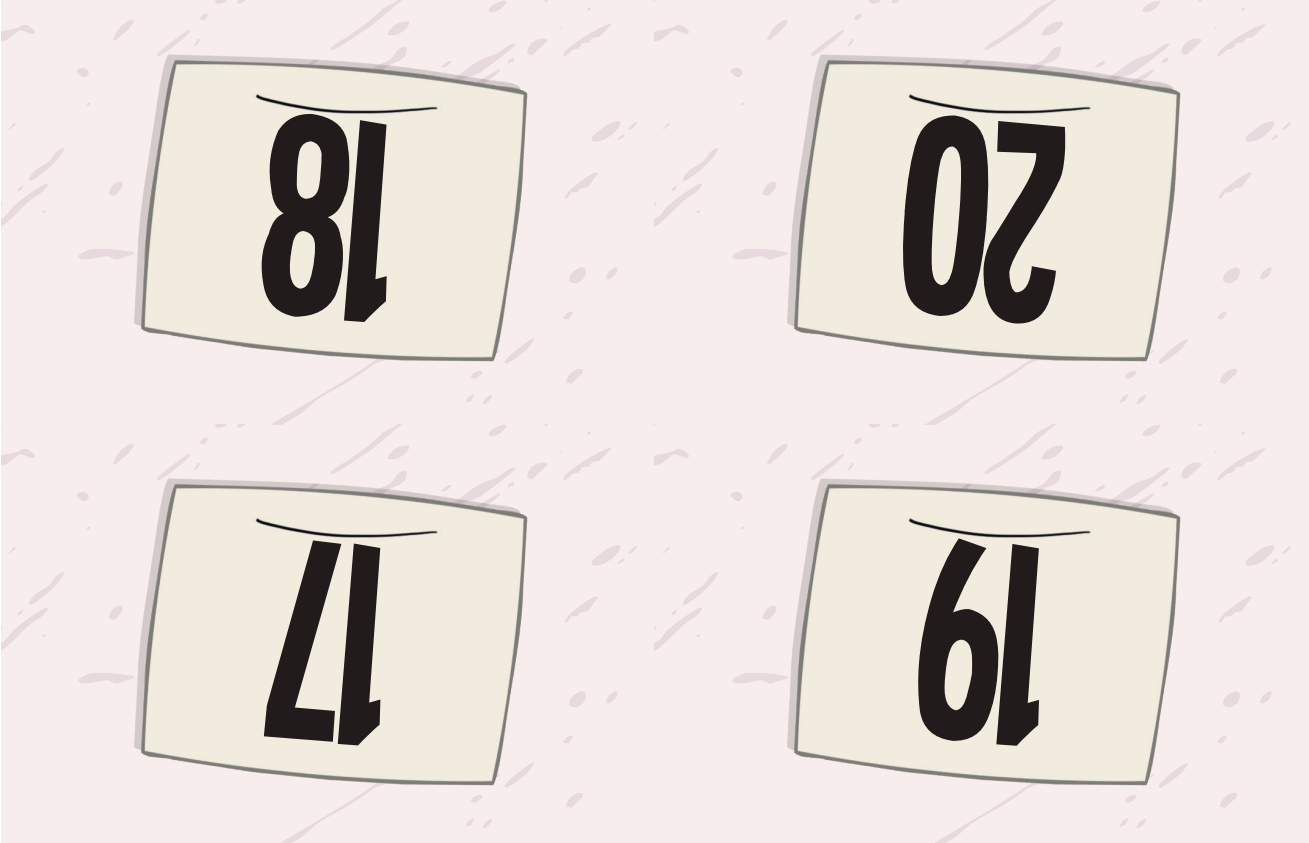
KNIFE



g6
←
s0
k7

16
A kitchen knife.

b6
h2
→
i3



22

24

21

23

MIKE

← m7
a6
u1



21
The sniper: in shooting position, off the boat.

i1
u8
→ p5

JIMMY THE SCREW



23
The hacker: in front of his laptop in a nearby warehouse.

e2
a3
→ x4

LEROY WHITE

g9
← a0
d6



22
Eyes and ears at the party, acting as a guest.

c8
x9
d2
→ j9
x5
w2

HOOK



24
This is you, the main character.

h8
q3
m0
→