Print-and-Play: ***Save Doctor Lucky***

Release Year: 2000
Stock Code: CAG 027
Game Type: Board Game
Designer: James Ernest
Artist: Damon Brown
Players: 3 to 7
Playing Time: 40 Minutes
Components: Boards, Cards, Rules
You Need: A pawn for every player, and one more pawn for Doctor Lucky

It's a cold night in the North Atlantic. The ship they called "Unsinkable" is going down by the head. And you and your despicable friends want to go down in history by being seen saving Doctor Lucky.

Save Doctor Lucky actually introduced some improvements to the mechanics of *Kill Doctor Lucky*, but it never sold as well. Turns out that people really prefer to kill the old man. We understand.

In *Save Doctor Lucky*, you may only attempt to win when another player is looking at you. This gets easier over time, because as the ship sinks, the decks are removed from the game! As players become crowded into the upper decks over time, it becomes easier to be seen. But don't take too long to make your move! If the last deck sinks, everyone loses!

Save Doctor Lucky also contains, for no particular reason, a 10-part logic puzzle on the F-2 cards. Because we are like that.

Printing Instructions:

The *Save Doctor Lucky* 2019 Print and Play contains the following files:

- SaveLuckyBoard: This single file can be printed as one large board, or four individual decks. The latter will let you physically remove each deck as it sinks.
    - You can print this on a large-format printer, or use Acrobat's tiling function to print it as several smaller pages.
- SaveLuckyCards: These cards are 16-up on six pages, though the last page is only 10 cards. The total deck size is 90 cards. There are no card backs.
    - Note: There is a known issue with the shadowed numbers in the corners of the Aid cards. Newer versions of Acrobat render the white numbers as transparent. This also shows up on the sample cards in the rules. It's hardly a big deal, but there it is.
- SaveLuckyEnvelope: This is the original cover art for the game.
- SaveLuckyRulebook: This is a single 8.5 x 11 double-sided page, designed to fold in half.

In addition, you will need a pawn for every player, and one more pawn for Doctor Lucky.