SUN DECK

A move

Move yourself or Doctor Lucky to the **Sun Deck.**

Gwendolyn Wilde, distraught, hurled herself from the Sun Deck at 8:21 PM to land uninjured on the Promenade.

LIFEBOATS

A move

Move yourself or Doctor Lucky to either of the **Lifeboats.**

Adequate lifeboats were thought to make the deck look cluttered, so they were cleared to make room for gigantic iron weights.

LIDO DECK

A move

Move yourself or Doctor Lucky to the **Lido Deck.**

Lido: A small South American shrub consisting of a short stem and a mass of prickly thorns.

PROMENADE

A move

Move yourself or Doctor Lucky to the **Promenade.**

Each of the cast iron deck chairs on the Promenade weighed more than a trained elephant.

BRIDGE

A move

Move yourself or Doctor Lucky to the **Bridge.**

Captain Jacob Smeck had been forcibly retired from another Line for ramming numerous vessels into dry land for fun.

SPORTS DECK

A move

Move yourself or Doctor Lucky to the **Sports Deck.**

Exhausted from a game of table tennis, Doctor Lucky sighed audibly at 4:05 PM.

ICE

A move

Move yourself or Doctor Lucky to the **Ice.**

Lookouts Vogel and Krizsan wasted critical minutes arguing over the privilege of reporting the iceberg to the Bridge.

OBSERV. LOUNGE

B move

Move yourself or Doctor Lucky to the **Observation Lounge.** This card can also be used as a **Move:1.**

At 9:15 PM, Isadore Buchanan was seen hurling dozens of precious stones from the edge of the Observation Lounge.

SPA

B move

Move yourself or Doctor Lucky to the **Spa.** This card can also be used as a **Move:1.**

Imported from the Baltic Sea, each iron chaise lounge in the Spa weighed more than a ton.

SALON

B move

Move yourself or Doctor Lucky to the **Salon.** This card can also be used as a **Move:1.**

At noon on the fateful day, Doctor Lucky walked past the Salon, but did not enter.

CHAPEL

B move

Move yourself or Doctor Lucky to the **Chapel.** This card can also be used as a **Move:1.**

Terrified passengers flocked to the Chapel in alarming numbers for days before the incident.

BISTRO

B move

Move yourself or Doctor Lucky to the **Bistro.** This card can also be used as a **Move:1.**

At 1:14 PM, Doctor Lucky enjoyed a ham sandwich with cheddar cheese. The quality of the cheese is unknown.

GRAND BALLROOM

B move

Move yourself or Doctor Lucky to the **Grand Ballroom.** This card can also be used as a **Move:1.**

Passengers enjoyed a rare treat each night as costumed circus elephants performed works of Shakespeare in the Ballroom.

THEATRE

C move

Move yourself or Doctor Lucky to the **Theatre.** This card can also be used as a **Move:2.**

At 6:19 PM, Gerald Rosin noticed a kernel of stale popcorn on the floor of the Theatre.

DINING HALL

C move

Move yourself or Doctor Lucky to the **Dining Hall.** This card can also be used as a **Move:2.**

While first class passengers enjoyed fine dining, those in steerage were forced to catch rats and sea creatures for food.

SUITE

C move

Move yourself or Doctor Lucky to either **Suite.** This card can also be used as a **Move:2.**

While first class passengers enjoyed deluxe accommodations, those in fifth class were tied to the hull and forced to paddle.

MAIN HALLWAY

C move

Move yourself or Doctor Lucky to the **Main Hallway.** This card can also be used as a **Move:2.**

It is widely believed that the passengers in Fourth Class were confined below decks hours before the first sign of danger.

LOBBY

C move

Move yourself or Doctor Lucky to the **Lobby.** This card can also be used as a **Move:2.**

Passage across the sea was costly: many passengers sold family members into bondage for a ticket on the Vessel.

MAIL ROOM

C move

Move yourself or Doctor Lucky to the **Mail Room.** This card can also be used as a **Move:2.**

The Ship's Mail Room contained hundreds of letters warning Captain Smeck of flaws in the Ship and her crew, addressed to his New England home.

CAPTAIN'S LOUNGE

C move

Move yourself or Doctor Lucky to the **Captain's Lounge.** This card can also be used as a **Move:2.**

At 3:22 PM, after sixteen hours of gambling and drinking, Captain Jacob Smeck wandered to the Lido Deck for breakfast.

LAUNDRY ROOM

D move

Move yourself or Doctor Lucky to the **Laundry Room.** This card can also be used as a **Move:3.**

Each of the hundred marble wash basins in the Ship's Laundry Room weighed more than ten thousand pounds.

PRINT SHOP

D move

Move yourself or Doctor Lucky to the **Print Shop.** This card can also be used as a **Move:3.**

To keep the passengers at ease, the heroic Print Shop team sang "Auld Lang Syne" continuously until they were drowned.

KITCHEN

D move

Move yourself or Doctor Lucky to the **Kitchen.** This card can also be used as a **Move:3.**

Chefs of the Line were trained at the first sign of danger to head for the stern and wait for death.

CREW MESS

D move

Move yourself or Doctor Lucky to the **Crew Mess.** This card can also be used as a **Move:3.**

A wily young Turkish waiter called "Helen" was the first to notice that the ship was sinking, hours before the impact.

LOGISTICS

D move

Move yourself or Doctor Lucky to **Logistics.** This card can also be used as a **Move:3.**

In 1912, there was no such city as Chippewa Falls.

BRIG

D move

Move yourself or Doctor Lucky to the **Brig.** This card can also be used as a **Move:3.**

Passengers who had no affiliation with the Line were welcome to lock people they didn't like in the Brig as a harmless prank.

BOILER ROOM

D move

Move yourself or Doctor Lucky to the **Boiler Room.** This card can also be used as a **Move:3.**

Fascinated by their enormous weight, Smee carelessly installed half again as many Boilers as Hawley Stim's plans required.

ENGINEERING

D move

Move yourself or Doctor Lucky to **Engineering.** This card can also be used as a **Move:3.**

It was thought that an adequate rudder would make the Ship too seaworthy, so instead she was turned by collective leaning.

SAINT BERNARD

2 2/4

The **Saint Bernard** usually makes a save attempt worth 2 points. But it's worth 4 points in the **Chapel**.

While most of the Ship's dogs were tossed overboard soon after the Ship left port, three survived until dinnertime.

POCKET KNIFE

2 2/5

The **Pocket Knife** usually makes a save attempt worth 2 points. But it's worth 5 points in the **Brig**.

J. L. Smee, managing director of the Line, spent hours each day shaving with a huge pocket knife.

FIRST AID KIT

3 SAVE

The **First Aid Kit** always makes a save attempt worth 3 points.

When plans for the hospital were scrapped to make room for more staterooms, doctors were forced to wander the halls with ointment and bandages.

FLARE GUN

3 3/5

The **Flare Gun** usually makes a save attempt worth 3 points. But it's worth 5 points in the **Promenade**.

Lieutenant Buddy Speller was reported to have frequently attempted to do himself in with a flare gun. He survives to this day.

FLIPPERS

2 / 2/5

The **Flippers** usually make a save attempt worth 2 points. But they're worth 5 points in the **Olympic Suite**.

North Atlantic Ice Sharks thrive in frigid water and can leap more than twenty feet. Flippers are a mild consolation at best.

FIRE EXTINGUISHER

2 / 2/6

The **Fire Extinguisher** usually makes a save attempt worth 2 points. But it's worth 6 points in the **Boiler Room**.

Because they would have made the hallways look too busy, the Ship's Extinguishers were hidden under secret panels in the floor.

ICE SKATES

2 / 2/4

The **Ice Skates** usually make a save attempt worth 2 points. But they're worth 4 points on the **Ice**.

After the collision, a ton of ice, three reindeer, and hundreds of misfit toys littered the starboard well deck.

SAFETY MATCHES

3 / SAVE

The **Safety Matches** always make a save attempt worth 3 points.

In an effort to cut costs, most staterooms equipped with two fireplaces had only one box of matches.

HOT SOUP

3 / 3/5

The **Hot Soup** usually makes a save attempt worth 3 points. But it's worth 5 points in the **Kitchen.**

At 10:08 PM, Doctor Lucky relaxed on deck with a cup of Hot Soup. Crewman Liam Jibe recalls that it was creamy, but his claims are unsubstantiated.

WARM BLANKET

2 / SAVE

The **Warm Blanket** always makes a save attempt worth 2 points.

Also aboard the Vessel was Gavin Proust, whose presence aboard at least sixteen doomed ocean liners that year earned him the nickname "Dogmeat."

WHISTLE

2 / 2/6

The **Whistle** usually makes a save attempt worth 2 points. But it's worth 6 points in the **Theatre**.

Of the six survivors who were pulled from the freezing water, five were playing some kind of musical instrument.

WHISKEY

2 / 2/6

The **Whiskey** usually makes a save attempt worth 2 points. But it's worth 6 points in the **Captain's Lounge**.

Captain Jacob Smeck personally saw that the Ship's 119 full bars were kept adequately stocked.

BOY SCOUT

3 / SAVE

The **Boy Scout** always makes a save attempt worth 3 points.

After this tragedy the Boy Scouts of America wisely elected to strike the word "buoyant" from their famous Oath.

SHARK SPRAY

2 / 2/6

The **Shark Spray** usually makes a save attempt worth 2 points. But it's worth 6 points in the **Crew Mess**.

At 11:56 PM, Mister Gold was seen covering himself with a mysterious fluid and stepping nonchalantly into the sea.

SOOTHING MUSIC

2 / 2/5

The **Soothing Music** usually makes a save attempt worth 2 points. But it's worth 5 points in the **Lobby**.

Siggard Strunk, the ship's sole surviving musician, told an uncorroborated tale of selfless heroism. It made good copy.

THICK GLOVES

2 / 2/5

The **Thick Gloves** usually make a save attempt worth 2 points. But they're worth 5 points in the **Laundry**.

Racked with guilt, ship's architect Hawley Stim went down with the Ship. Thick Gloves would not have saved him.

DIAMOND OF THE SEA

2 / 2/4

The **Diamond of the Sea** usually makes a save attempt worth 2 points. But it's worth 4 points in the **Brittanic Suite**.

Wealth and Power were the watchwords of the voyage. Mere millionaires were forced to scrub toilets and dance for their food.

FARMER'S ALMANAC

3 / SAVE

The **Farmer's Almanac** always makes a save attempt worth 3 points.

The Farmer's Almanac in every stateroom helped passengers predict floods and cold winters and navigate by the stars.

RABBIT'S FOOT

3 / SAVE

The **Rabbit's Foot** always makes a save attempt worth 3 points.

Three days before the incident, architect Hawley Stim was seen clutching a Rabbit's Foot and rocking back and forth, praying. This continued for hours.

NONSPECIFIC BALM

2 / 2/4

The **Nonspecific Balm** usually makes a save attempt worth 2 points. But it's worth 4 points in the **Spa**.

Due to a clerical error, the small containers of jelly which might have prevented the disaster were replaced with jars of balm.

2
2/4

The **Dramamine** usually makes a save attempt worth 2 points. But it's worth 4 points on the **Lido Deck**.

DRAMAMINE

Despite its titanic size, the Ship suffered from uncontrollable rocking and heaving due to an enormous iron ball suspended from the keel.

2
2/3

The **Signal Mirror** usually makes a save attempt worth 2 points. But it's worth 3 points anywhere on **A-Deck.**

SIGNAL MIRROR

At 9:30 PM, Captain Jacob Smeck began sending distress calls to nearby ships, a full two hours before the collision.

?
1-4

The **Map of Ship** makes a save attempt worth 1 point on **A Deck**, 2 on **B Deck**, 3 on **C Deck**, and 4 on **D Deck**.

MAP OF SHIP

Stoker Mark Daniels took some pleasure in believing that each of the courtesy maps hung in the Ship's eleven stairwells was installed especially for him.

?
1-4

The **Bath Towel** makes a save attempt worth 4 points on **A Deck**, 3 on **B Deck**, 2 on **C Deck**, and 1 on **D Deck**.

BATH TOWEL

Many aloof passengers reported to the lifeboats without their life preservers, but none among them was without his towel.

f
-1

Whatever was almost happening didn't work. This card cancels one point of a save attempt.

FAILURE-1

Four out of five sharks say that people taste better when they are cold and scared. Were sharks responsible?

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f -2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

A Puzzle in 10 parts! 1: Aboard the Ship were four couples: the **Andersons**, the **Browns**, the **Carvers**, and the **Dawsons**.

f -2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

2: The husbands' names, in no particular order, were **Frank**, **Gary**, **Henry**, and **Isaac**.

f -2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

3: The wives' names, in no particular order, were **Selma**, **Thelma**, **Ursula**, and **Victoria**.

f -2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

4: At 1:15 AM on the fateful day, Frank was jolted awake by the Browns, arriving home drunk to their stateroom.

F-2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

5: At 4:15 AM, Thelma left her stateroom and descended three decks for a secret rendezvous with Mr. Dawson, whom her husband never met.

F-2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

6: At 8:17 AM, over breakfast in the dining room, Isaac informed his wife that he was not on speaking terms with the Carvers.

F-2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

7: At 9:25 PM, Henry and Frank joined the Andersons in the Observation Lounge for a friendly game of Bridge.

F-2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

8: At 11:40 PM, three women heard a terrible scraping sound from their neighboring staterooms. They were Selma, Isaac's wife, and Mrs. Carver.

F-2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

9: At 12:15 AM on the morning after the incident, Ursula and Mrs. Dawson were the last to board Lifeboat number five.

F-2

Whatever was almost happening didn't work. This card cancels as many as 2 points of a save attempt.

FAILURE-2

10 (Last): At 2:24 AM, as the stern slipped effortlessly into the icy sea, Victoria's husband remarked aloud that he had no patience for games of cards.

F-3

Whatever was almost happening didn't work. This card cancels as many as 3 points of a save attempt.

FAILURE-3

Along with a handful of survivors, more than fifty yummy squid were pulled from the water. Did Squid sink the ship?

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