



Additional / Reminder Rules:

Setting Up: Everyone starts in the Drawing Room, except for Doctor Lucky, who starts in a random room. Use the deck to determine the random room, dealing cards faceup to each player until someone gets a room card. That player also goes first.

Reshuffle the deck, and deal each player a hand of 6 cards.

First Round Rule: Until each player has had one turn, ignore the rule that Doctor Lucky activates a player when walking into that room. This gives everyone one chance to get somewhere before the turn order breaks apart. (This is a good variation for the core game as well, especially when you have a large group of players.)

Sight Lines: Angled doors do not line up with anything. So, at no point can you see through an angled door and another door in the same line. The dotted line around the Gallery is the same as in the core game: you can see through this line, but not walk through it.

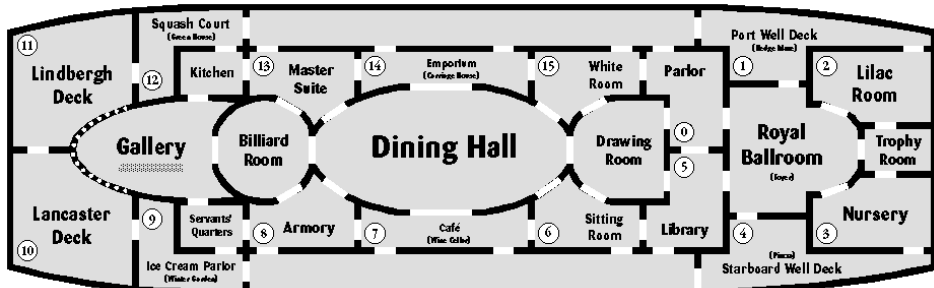
Doors: Each player begins with a single token, representing a closed door. A token on a doorway blocks sight lines, but not movement. Moving through a closed door does not automatically open it.

At the end of a turn, if you have not made a murder attempt, you can manage the doors in the room where you are as follows. You may do any or all of the following:

- Add your token to one door in the room, closing it. If your token is elsewhere on the board, it moves to where you are.
- Remove any number of door tokens from around the room, opening those doors, and give them back to their owners.

Again, you can't change doors on the same turn as you make a murder attempt. Either action ends your turn.

As with the "first round" rule, we encourage you to try the doors rule in other Doctor Lucky games, especially those where you feel the sight lines are too open.



The SS Afgang



Additional / Reminder Rules:

Setting Up: Everyone starts in a random room, including Doctor Lucky. Players start with a hand of 6 cards. Split the remainder of the deck into four piles, and arrange it around the corners of the hotel as shown below. Choose the first draw deck at random.

Unlike in Kill Doctor Lucky, you need to be seen to make a valid attempt to save him.

Burning Wings: Wings of the hotel burn in clockwise order, starting with the first draw pile. When a draw pile is exhausted, remove the two pieces of the board closest to that pile, and draw from the next pile clockwise.

For example, if the lower left corner burns first, remove the Sun Deck and Mail Room pieces. Next, when the upper left corner burns, remove the Olympic Suite and Salon pieces.

When anyone (player or Lucky) is in a room that burns, he walks to the highest numbered adjacent room, if he can. (The number must itself be unburned.) If no numbered room is one step away, he moves to the highest numbered room two steps away, and so on.

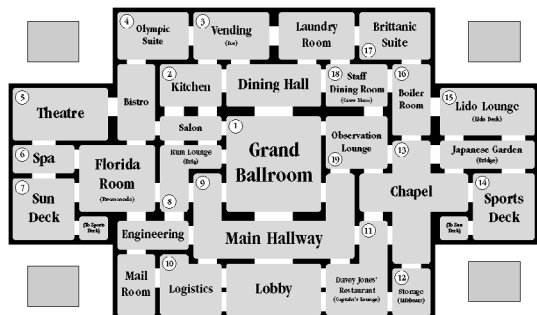
First Round Rule: As in Kill Doctor Lucky (see reverse), ignore the rule that Doctor Lucky activates players for the first round.

Half-Burned Rooms: When only half of a room name is visible, the whole room name is assumed to be visible. When a room becomes completely blank, it becomes an unnamed room (but, unlike in Kill Doctor Lucky, you can still draw cards in it). If the Main Hallway splits into two unconnected rooms, you no longer treat it as a single room.

When Doctor Lucky ends the turn in an unnumbered room, he moves to the highest numbered adjacent room. If there is no adjacent numbered room, he goes to the highest numbered room that is two steps away.

Ambiguous Cards: Any aid card with a value of question mark (for example, Map of Ship) has a constant value of 3.

Useless Cards: Once an A-Deck card refers to a nonexistent room, it becomes a Move-2.



The Hotel DuBois

The Doctor Lucky Ambivalence Pack is a product of Cheapass Games, Seattle WA.
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Based on **Kill Doctor Lucky**, ©1996, and **Save Doctor Lucky**, ©2000. Find bunches more cool stuff at www.cheapass.com.