



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

SUN DECK

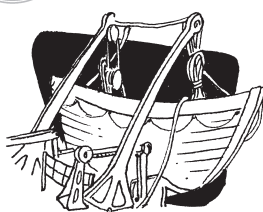


Gwendolyn Wilde, distraught, hurled herself from the Sun Deck at 8:21 PM to land uninjured on the Promenade.



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

LIFEBOATS

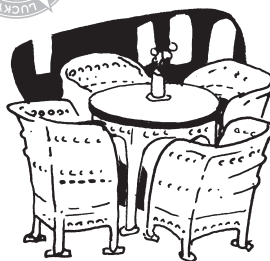


Adequate lifeboats were thought to make the deck look cluttered, so they were cleared to make room for gigantic iron weights.



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

LIDO DECK



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



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

PROMENADE

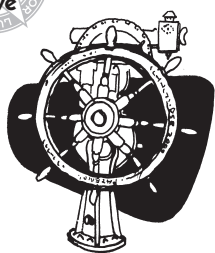


Each of the cast iron deck chairs on the Promenade weighed more than a trained elephant.



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

BRIDGE

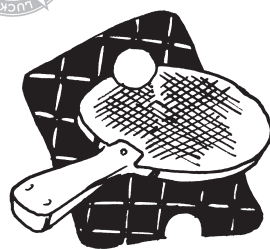


Captain Jacob Smeck had been forcibly retired from another Line for ramming numerous vessels into dry land for fun.



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

SPORTS DECK



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



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

ICE

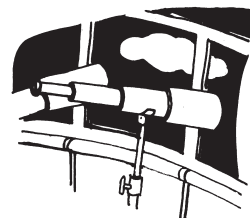


Lookouts Vogel and Krizsan wasted critical minutes arguing over the privilege of reporting the iceberg to the Bridge.



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

OBSERV. LOUNGE

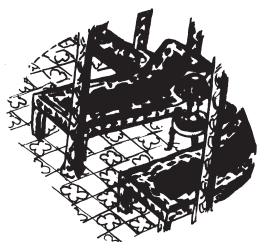


At 9:15 PM, Isadore Buchanan was seen hurling dozens of precious stones from the edge of the Observation Lounge.



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

SPA



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



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

SALON



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



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

CHAPEL

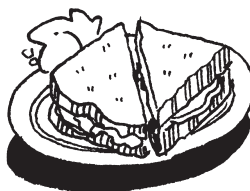


Terrified passengers flocked to the Chapel in alarming numbers for days before the incident.



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

BISTRO

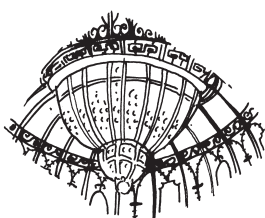


At 1:14 PM, Doctor Lucky enjoyed a ham sandwich with cheddar cheese. The quality of the cheese is unknown.



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

GRAND BALLROOM



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



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

THEATRE



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



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

DINING HALL



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



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

SUITE



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



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

MAIN HALLWAY



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



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

LOBBY

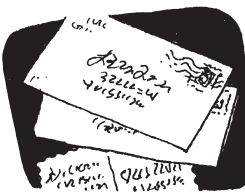


Passage across the sea was costly: many passengers sold family members into bondage for a ticket on the Vessel.



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

MAIL ROOM



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.



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

CAPTAIN'S LOUNGE



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



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

LAUNDRY ROOM

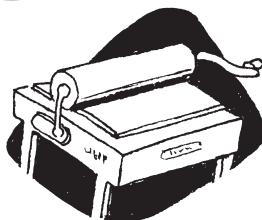


Each of the hundred marble wash basins in the Ship's Laundry Room weighed more than ten thousand pounds.



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

PRINT SHOP



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



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

KITCHEN



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



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

CREW MESS



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



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

LOGISTICS

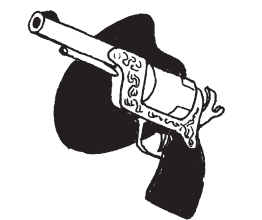


In 1912, there was no such city as Chippewa Falls.



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

BRIG

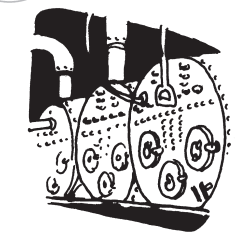


Passengers who had no affiliation with the Line were welcome to lock people they didn't like in the Brig as a harmless prank.



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

BOILER ROOM

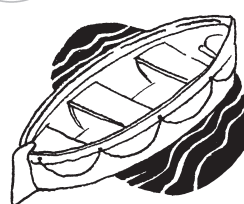


Fascinated by their enormous weight, Smeck carelessly installed half again as many Boilers as Hawley Stim's plans required.



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

ENGINEERING

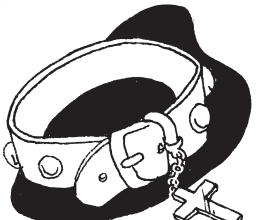


It was thought that an adequate rudder would make the Ship too seaworthy, so instead she was turned by collective leaning.



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

SAINT BERNARD

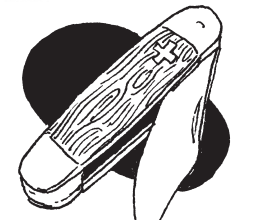


While most of the Ship's dogs were tossed overboard soon after the Ship left port, three survived until dinnertime.



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

POCKET KNIFE

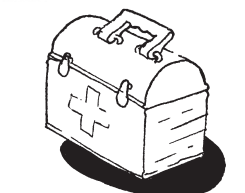


J. L. Smeck, managing director of the Line, spent hours each day shaving with a huge pocket knife.



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

FIRST AID KIT

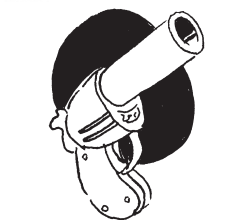


When plans for the hospital were scrapped to make room for more staterooms, doctors were forced to wander the halls with ointment and bandages.



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

FLARE GUN

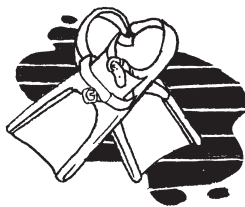


Lieutenant Buddy Speller was reported to have frequently attempted to do himself in with a flare gun. He survives to this day.

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.

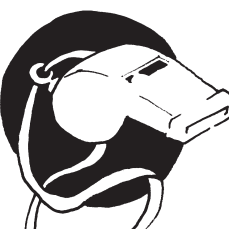


Also aboard the Vessel was Gavin Proust, whose presence aboard at least sixteen doomed ocean liners that year earned him the nickname "Dogmeat."

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.

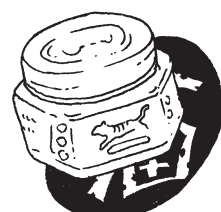


Three days before the incident, architect Hawley Stim was seen clutching a Rabbit's Foot and rocking back and forth, praying. This continued for hours.

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

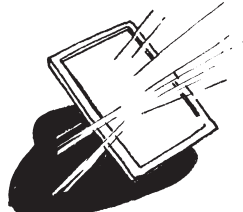


Despite its titanic size, the Ship suffered from uncontrollable rocking and heaving due to an enormous iron ball suspended from the keel.

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

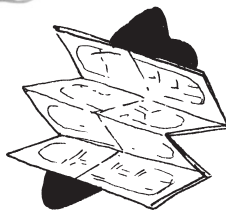


At 9:30 PM, Captain Jacob Smeck began sending distress calls to nearby ships, a full two hours before the collision.

?
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

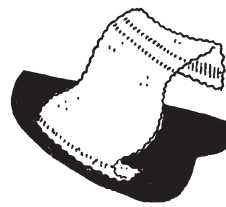


Stoker Mark Daniels took some pleasure in believing that each of the courtesy maps hung in the Ship's eleven stairwells was installed especially for him.

?
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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-1

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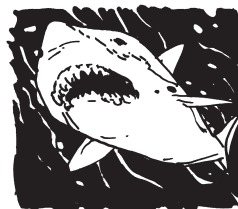


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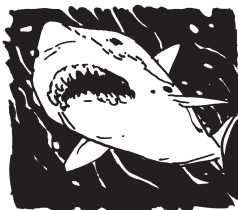


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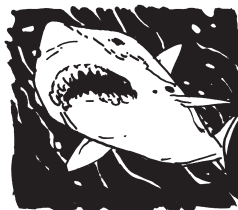


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F
-1

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FAILURE-1

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

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?

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?

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?

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?