

1 MOVE-1

Play this card to move yourself or Dr. Lucky 1 room in any direction.

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1 MOVE-1

Play this card to move yourself or Dr. Lucky 1 room in any direction.

2 MOVE-2

Play this card to move yourself or Dr. Lucky up to 2 rooms in any direction.

2 MOVE-2

Play this card to move yourself or Dr. Lucky up to 2 rooms in any direction.

R ARMORY

Play this card to move yourself or Dr. Lucky to the Armory.

R BILLIARD ROOM

Play this card to move yourself or Dr. Lucky to the Billiard Room.

R KITCHEN

Play this card to move yourself or Dr. Lucky to the Kitchen.

R LIBRARY

Play this card to move yourself or Dr. Lucky to the Library.

R LILAC ROOM

Play this card to move yourself or Dr. Lucky to the Lilac Room.

R MASTER SUITE

Play this card to move yourself or Dr. Lucky to the Master Suite.

R WINTER GARDEN

Play this card to move yourself or Dr. Lucky to the Winter Garden.

R WINE CELLAR

Play this card to move yourself or Dr. Lucky to the Wine Cellar.

1 MOVE-1

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W BAD CREAM

Base Value: 2
Worth 5 points in the Sitting Room.

1
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2
MOVE-2

Play this card to move yourself or Dr. Lucky up to 2 rooms in any direction.

R
DINING HALL

Play this card to move yourself or Dr. Lucky to the Dining Hall.

R
FOYER

Play this card to move yourself or Dr. Lucky to the Foyer.

R
GALLERY

Play this card to move yourself or Dr. Lucky to the Gallery.

R
GREEN HOUSE

Play this card to move yourself or Dr. Lucky to the Green House.

R
PARLOR

Play this card to move yourself or Dr. Lucky to the Parlor.

R
PIAZZA

Play this card to move yourself or Dr. Lucky to the Piazza.

R
SITTING ROOM

Play this card to move yourself or Dr. Lucky to the Sitting Room.

R
TROPHY ROOM

Play this card to move yourself or Dr. Lucky to the Trophy Room.

W
BILLIARD CUE

Base Value: 2
Worth 5 points in the Billiard Room.

W
BROOM STICK

Base Value: 2
Worth 7 points in the Servants' Quarters.

W
CHAIN SAW

Base Value: 4

W
CIVIL WAR CANNON

Base Value: 3
Worth 5 points in the Armory.

2
MOVE-2

Play this card to move yourself or Dr. Lucky up to 2 rooms in any direction.

W
**DUCK
DECoy**

Base Value: 3

Worth 4 points in the
Trophy Room.

W
**KILLING
JOKE**

Base Value: 3

W
**LETTER
OPENER**

Base Value: 2

Worth 5 points in the
Library.

R
**HEDGE
MAZE**

Play this card to move yourself or Dr. Lucky to the Hedge Maze.

W
**SILKEN
CORD**

Base Value: 3

W
**TIGHT
HAT**

Base Value: 2

W
TROWEL

Base Value: 2

Worth 6 points in the
Wine Cellar.

R
**WHITE
ROOM**

Play this card to move yourself or Dr. Lucky to the White Room.

F-2
FAILURE!



You are caught on a piece of furniture and unable to free yourself for minutes.

F-2
FAILURE!



The Doctor speaks to you about a subject that on reflection makes no sense.

F-2
FAILURE!



You cannot think over the sound of a passing train that no one else can hear.

W
**CREPE
PAN**

Base Value: 3

Worth 4 points in the
Kitchen.

F-2
FAILURE!



A flock of bats engulfs your head. You are powerless to evade them.

F-2
FAILURE!



You have somehow mistaken a child's toy for Doctor Lucky.

F-1
FAILURE!



The burden of wasted life weighs heavy on your brow. You miss.

W

LOUD NOISE

Base Value: 2

Worth 6 points in the Carriage House.

W

MONKEY HAND

Base Value: 2

Worth 8 points in the Foyer.

W

PIECE OF ROPE

Base Value: 2

Worth 8 points in the Gallery.

W

PINKING SHEARS

Base Value: 2

Worth 6 points in the Lilac Room.

3

MOVE-3

Play this card to move yourself or Dr. Lucky up to 3 rooms in any direction.


3

MOVE-3

Play this card to move yourself or Dr. Lucky up to 3 rooms in any direction.

F-3


FAILURE!



You are overcome with a sense of affection for the old man. It passes.

F-3

FAILURE!



The Doctor wheels around and accidentally hits you in the head with a shovel.

F-2


FAILURE!



Your feet stick to the floor. The Doctor escapes.

F-2

FAILURE!



For a moment you believe yourself to be someone else. It is alarming.


R

CARRIAGE HOUSE

Play this card to move yourself or Dr. Lucky to the Carriage House.

F-2


FAILURE!



Without warning, the Doctor begins to spin. It drives you to distraction.

F-1


FAILURE!



You are stupid, stupid, stupid.

F-1


FAILURE!



Suddenly you find yourself unable to recall whether a straight beats a flush.

F-1


FAILURE!



What you thought was a weapon was only a banana. You abandon the peel.

F-1

FAILURE!



The Doctor disappears from your path, ducking randomly here and there.

W

**RAT
POISON**

Base Value: 2

Worth 5 points in the
Green House.

W

**RUNCIBLE
SPOON**

Base Value: 3

W


**SHOE
HORN**

Base Value: 2

Worth 7 points in the
Lancaster Room.

F-1


FAILURE!



An allergy to dust mites
gets the better of you.

F-3


FAILURE!



As you approach the
Doctor, you tumble
through a trap door.

F-3

FAILURE!



A wizen kung fu master
intervenes on the Doctor's
behalf, then vanishes.

F-2


FAILURE!



You forget.

F-1


FAILURE!



While sneaking up on the
Doctor you are overcome
by the urge to sing.

F-2


FAILURE!



Loose ceiling tiles crash to
the floor as you approach
the Doctor. He escapes.

F-2


FAILURE!



Your attack passes through
the Doctor as if he were
not even there.

F-2


FAILURE!



The doctor inexplicably
vanishes in a cloud of
feathers.

F-1


FAILURE!



The Doctor turns to you,
waxing rhapsodic on his
recent polar adventure.

F-1


FAILURE!



Your cares melt away as
distant strains of Mozart
drift through the mansion.

F-1


FAILURE!



You are frozen in place
by the garish melody of a
passing ice cream truck.

F-1

FAILURE!



A door frame hits you
squarely in the head.
The Doctor moves on.

F-1

FAILURE!



You slip on an out-of-place
banana peel, hurtling
hilariously into the air.

R NURSERY

Play this card to move yourself or Dr. Lucky to the Nursery.

F-1 FAILURE!



Doctor Lucky pauses to examine his own thumbs. You are thrown off guard.

F-1 FAILURE!



Doctor Lucky's cat howls. You hate it more than him. The moment passes.

F-1 FAILURE!



A drip of water. Is it rain? Another, and you slip, falling on your nose.

W BIG RED HAMMER

Base Value: 4

F-1 FAILURE!



A sense of dread inhibits your every physical act.

F-1 FAILURE!



Chattering mice distract you momentarily from your chosen course.

F-1 FAILURE!



Suddenly, a pause; a thought; a shudder. Did you leave the iron on?

F-1 FAILURE!



Doctor Lucky's jacket conceals a well-placed deck of playing cards.

F-1 FAILURE!



Your thoughts turn to a misspent youth.

F-1 FAILURE!



You question your freshness.

F-1 FAILURE!



The Doctor turns to you and asks you for the time. You are distracted.

F-1 FAILURE!



In the darkness, a shadow. Another guest? You pause. The Doctor is gone.

F-1 FAILURE!



Creaking floorboards. The trickery of shadows. Fate conspires against you.

F-1 FAILURE!



"This tastes like Rat Poison! I love Rat Poison!"

F-1 FAILURE!



A hint of regret stays your hand. It won't last.