



# SAVE DOCTOR LUCKY™

O, arrogant humanity.

It's April 14, 1912, and an iceberg has just plowed into the side of the ship they called "unsinkable." Now you and your friends are running around like fools, fighting for the chance to save Doctor Lucky.

Of course, you already know how despicable Doctor Lucky is, but this isn't the time or place to kill him. Instead, you're trying to save his life and be seen

doing it. After all, if you're going to go down with the ship, you might as well go down in history at the same time.

If you've played Kill Doctor Lucky™, you're already familiar with most of the mechanics of this game. But be warned: there are subtle changes that make all the difference. What's more, there's an extra set of penalty rules just for you!



# Rules

Save Doctor Lucky includes:

A four-part game board

A deck of 90 cards

This rule book

Pawns and stands for seven players  
and Doctor Lucky

## To Win:

Save Doctor Lucky. It's just that easy.

Okay, it's not actually that easy. Since he is so confident in his own luck, Doctor Lucky is quite likely to ignore your attempts to save him and continue roaming casually about the ship. And the others onboard don't want to see you grab the glory.

## The Boards:

Arrange the four game boards as shown in Figure 1. Each board represents one of the four decks of the sinking ship. D-Deck is the lowest deck, and A-Deck is at the top. The ship has 31 rooms, including 23 numbered rooms and 8 unnumbered ones.



Figure 1

## Sight Lines:

When you try to save Doctor Lucky, you must be in the same room with him. In addition, at least one other player must be able to see you, either because they are in the same room or because they have a direct sight line into the room from another room on the Ship.

Sight lines work like this: If a player can stand in one room and look straight (horizontally or vertically) through any number of doorways into your room, he can see you. So someone in Engineering

can see—and be seen by—people in Logistics (see Figure 2). Sight lines work between decks, too. For example, someone in the Chapel can see—and be seen by—someone in the Lido Deck (see Figure 3). You can't see diagonally through doors, though, so, for example, someone in the Bistro can't see someone in the Lido Deck (see Figure 3).

## The Cards:

There are three types of cards:

A move card can be used to move yourself or Doctor Lucky to a specific location. Most of them can also be used to move yourself or Doctor Lucky up to a specified number of rooms in any direction. (As a general rule, cards for rooms on D-Deck can be used to move up to 3 steps, C-Deck cards can be used to move up to 2 steps, B-Deck cards move 1 step, and A-Deck cards have no additional move.)

An aid card is used to improve your chances of saving Doctor Lucky. They





have save values from 1 to 6. Some aid cards have a higher save value in particular rooms. It takes planning and good luck to get the most out of those cards!

A failure card is used to try to prevent other players from saving Doctor Lucky. They have failure values from 1 to 3.

### To Begin:

To determine who starts, one player deals cards from the deck faceup, one to each player, until someone gets a move card. That player will go first; put his pawn into the room named on the move card. Now, deal out cards to the next player until she receives a move card, and then place her pawn in that room. Continue this process until each player's pawn has been placed in a room. Finally, deal cards in the same way to place Doctor Lucky into a room.

Reshuffle the deck and deal a hand of six cards facedown to each player. (If there are 2 or 3 players, deal a starting hand of eight cards instead.)

Divide the remainder of the deck into four roughly equal sections, and place one section beside each of the four ship decks.

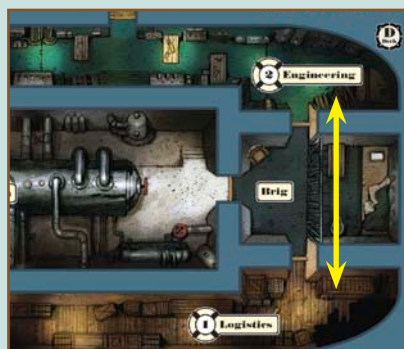


Figure 2



Figure 3

### On Your Turn:

On your turn, you can move, attempt to save Doctor Lucky, and/or draw a card. (However, you can't draw a card if you play a move card or try to save Doctor Lucky.)

#### Part 1—Move:

You may move your pawn one free step in any direction to an adjacent room.

You may also play as many move cards as you like, before or after taking your free step. For example, you could use a card to move yourself to the Bistro, and then take a free step to the Chapel, and then use another card to move Doctor Lucky to the Chapel. After you use a move card, remove it from the game.

#### Part 2—Attempt to save Doctor Lucky:

To attempt to save Doctor Lucky, you must be in the room with him, and at least one other player must be able to see you.

When you make a save attempt, you may play an aid card. If you play an aid card, your attempt uses the numeric save value printed on the aid card. If you try to save Doctor Lucky without playing an aid card, your attempt uses a save value of 1. You can't play more than one aid card or make more than one save attempt on the same turn.

Foiling the Attempt: Starting with the player on your left, each player in turn gets one opportunity to play any number of failure cards. Once each player has played cards or passed, add together all of the failure values to determine the failure total. If the failure total meets or exceeds the save value, your save attempt has been foiled.

If the player to your right—the last player with the opportunity to foil the save attempt—can prevent you from saving Doctor Lucky, he must do so.

If your attempt is foiled—and they usually are—your turn is over. Remove any used aid cards and failure cards

from the game, and proceed to “Moving Doctor Lucky,” below.

If the other players can't foil your attempt to save Doctor Lucky, you win the game!

#### Part 3—Draw a card:

You may draw one card at the end of your turn, but only if you didn't play a move card or make a save attempt this turn. (Drawing represents taking time to snoop around the ship for something useful, so if you've played cards or attempted to save Doctor Lucky, you can't draw.)

Draw your card from the lowest deck that still has cards (so in the beginning of the game, you'll draw from the cards next to D-Deck). When a deck runs out of cards, that deck is flooded; remove that board from the game. Move any pawns still on that deck into the lowest-numbered room on the deck above.

After D-Deck sinks, you'll draw from the cards next to C-Deck, and so on. If A-Deck sinks, the game ends, and everybody loses.

### Moving Doctor Lucky:

After each player's turn, move Doctor Lucky. He will follow a predictable route through the ship, moving to consecutively numbered rooms.

If the Doctor is standing in a numbered room, he moves into the next highest-numbered room.

If he's in the highest-numbered room left on the board, he moves into the lowest-numbered room left. So if he's in Room 22, he'd move to Room 0. If D-Deck has sunk, and he's in Room 19, he'd move to Room 3.

If he is in an unnumbered room, he moves to the highest-numbered adjoining room. For example, if he's in the Promenade, he moves to the Lido Deck.

### Who Goes Next:

Normally, the turn passes to the left. Until everyone has taken a turn, nothing can change the turn order.

On any turn after that, though, Doctor Lucky can change the turn order by moving into an occupied room. This can only happen when he takes his move after a player's turn; it doesn't happen

when someone uses a move card to move him.

If the Doctor's move takes him into an occupied room, the player in that room gets to go next—even if that player just had a turn! (If he lands in a room with two or more players, play passes to the one of them that would have gone next.)

After that player's turn, the turn order proceeds to the left from the player who just took a turn.

If you're clever, you can take several turns in a row. Just move into the room that Doctor Lucky will visit next, then wait for him to join you. There are places where you can do this several times in a row without even playing a card. You can play move cards to get even further ahead of him.

However, this can't go on forever. If you drag him into an occupied room, the turn will pass to another player in there. You also can't use this trick to make multiple save attempts, because the save attempt comes after movement.

### A Sample Turn:

There are four players. Player Four has just ended his turn, and Doctor Lucky moved from Room 8 (Sports Deck) to Room 9 (Bridge).

Player One plays a move card to go to the Promenade. After this he takes his free step into the Bridge.

Now Player One tries to save Doctor Lucky. He can be seen by Player Two in the Ice, and by Player Three in Lifeboats 1, so the attempt is allowed (see Figure 4). Player One plays the Rabbit's Foot aid card, which has a save value of 3, so the other players must play failure cards to reach a failure total of 3 or more to stop the attempt.

Player Two has the first chance to stop the save attempt, but he feels confident that others will stop Player One. Player Two decides to pass on his chance to play a failure card.

### Strategy:

Controlling failure cards is a big part of strategy. Although your early save attempts may fail, it's critical to make them so you can force failure cards out of other players' hands. You can also force those cards out simply by refusing to play any yourself, but this can be dangerous: If you pass at the wrong time, you might let someone else win!

Use your board position wisely: Don't give someone a free shot at saving Doctor Lucky by standing where you can see him, unless you have a good reason for him to see you.

Ride the "Doctor Lucky Train." Take several turns in a row just drawing cards by staying one step ahead of the Doctor so that he keeps moving into your room, making it your turn again. If you can't manage to do this, you can punish those who did by forcing them to play more than their fair share of failure cards.

### Optional penalty rules for Kill Doctor Lucky players:

If you've played a few games of Kill Doctor Lucky, and your group enjoys playing with nonspecific penalties such as being forced to make a loud, embarrassing noise or take a drink of harmless fruit juice, these rules are for you.

Exact a penalty from any individual who describes an aid card as if it were a weapon, uses words like "kill" or "murder" to describe an attempt to save Doctor Lucky, or says something like "take that" or "die, die, die!" Double the penalty if it happens during a save attempt.

We hope you will enjoy playing with these penalty rules, especially if the penalties you choose are of the type which slowly erode your capacity to avoid them.



Figure 4

Player Three has noticed that Player Four has only two cards, so Player Three is worried that Player Four might not be able to stop the attempt. Player Three has

only one failure card, which has a failure value of 2; he plays it with the hope that Player Four will have at least one failure card.

Player Four has one failure card with a failure value of 3. Since Player Four has the last opportunity to stop the save attempt, he must play the card. The failure total of 5 beats the save value of 3, so Player One's save attempt fails, and his turn is done.

Doctor Lucky then moves from Room 9 into Room 10 (Lifeboats 1). Since Player Three is in Lifeboats 1 with Doctor Lucky, Player Three goes next, skipping Player Two's turn.

### SAVE DOCTOR LUCKY

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The logic puzzle on the value 2 failure cards is hard, but solvable. We promise.  
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