

**1**  
**MOVE-1**

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

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**1**  
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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.

**2**  
**MOVE-2**

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

**W**  
**BAD CREAM**

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

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**R**  
**CARRIAGE HOUSE**

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

**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**  
**NURSERY**

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

**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.

**W**  
**BIG RED HAMMER**

Base Value: 4

**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**

**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.

**W**

**LOUD  
NOISE**

Base Value: 2

Worth 6 points in the  
Carriage House.

**W**

**SILKEN  
CO:RD**

Base Value: 3

**W**

**TIGHT  
HAT**

Base Value: 2

**W**

**TRO:WEL**

Base Value: 2

Worth 6 points in the  
Wine Cellar.


**3**

**MO:VE-3**

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

**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.

**F-2**


**FAILURE!**



Your feet stick to the floor.  
The Doctor escapes.

**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.

**F-1**

**FAILURE!**



You are stupid,  
stupid, stupid.

**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.

**W**

# RAT POISON

Base Value: 2

Worth 5 points in the Green House.


**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-3**

# FAILURE!



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

**F-2**

# FAILURE!



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


**2**

# MOVE-2

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

**F-2**


# FAILURE!



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

**F-2**


# FAILURE!



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

**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.

**F-1**

# FAILURE!



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

**F-1**  
**FAILURE!**



An allergy to dust mites gets the better of you.

**F-1**  
**FAILURE!**



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

**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!**



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

**F-1**  
**FAILURE!**



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

**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!**



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

**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!**



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

**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!"


**R**  
**GREEN HOUSE**

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

**R**  
**HEDGE MAZE**


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

**F-3**  
**FAILURE!**



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

**F-2**  
**FAILURE!**



You forget.


**R**  
**TROPHY ROOM**

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

**R**  
**WHITE ROOM**


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

**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.


**W**  
**CIVIL WAR CANNON**

Base Value: 3  
 Worth 5 points in the Armory.

**W**  
**CREPE PAN**


Base Value: 3  
 Worth 4 points in the Kitchen.

**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.


**W**  
**RUNCIBLE SPOON**

Base Value: 3

**W**  
**SHOE HORN**


Base Value: 2  
 Worth 7 points in the Lancaster Room.

**F-1**  
**FAILURE!**



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

**F-1**  
**FAILURE!**



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