



BACKPACK



+1 inventory slot.
This card does not take up
an inventory slot.

DOG



2 Actions: pick up an Item
in an adjacent room, then
take a free inventory action.



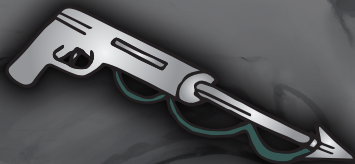
FLIPPERS



You may pass freely
through Flooded rooms.



HARPOON



2 Actions: place a Food Token
and a Loot Token in your room.
You cannot perform this action
in a room with a Loot Token.



MED KIT



2 Actions: heal 1 damage
on another player in the
same room.



RAFT



2 Actions: return to the Lifeboat
and discard this card.



SAFETY GEAR



2 Actions: move into a
Hazard room without
triggering the Hazard.

SCRAP METAL



You may carry up to 3 Scrap
Metal in the same inventory slot.
Discard 3 Scrap Metal to gain
the top card of the Item deck.



SHOVEL



2 Actions: place an Item and
a Loot Token in your room.
You cannot perform this action
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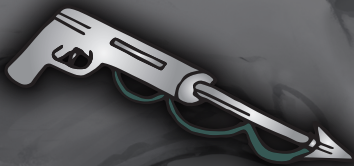
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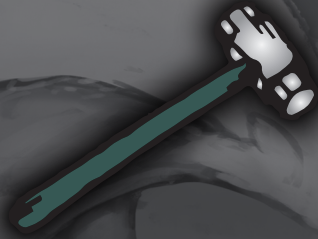
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◆ SLEDGEHAMMER



2 Actions: Move into a
Collapsed room and put a
Cleared Token in it.

◆ SPYGLASS



2 Actions: look at the top
card of any deck.

FOOD



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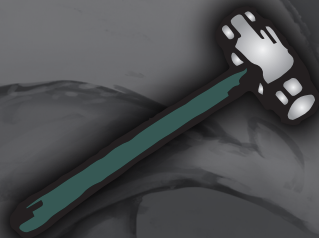
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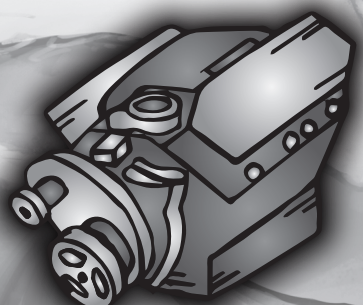
FOOD



FUEL



MOTOR



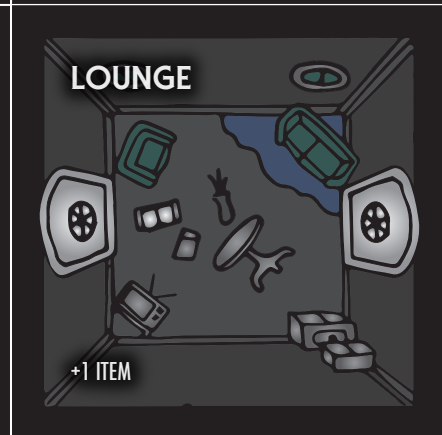
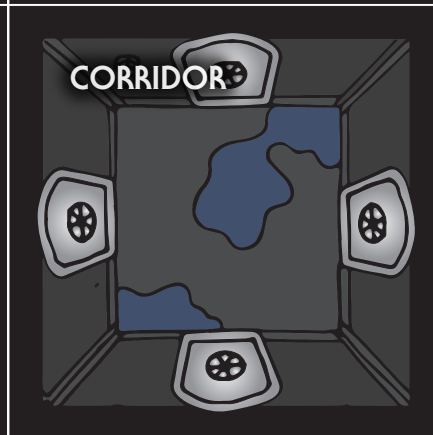
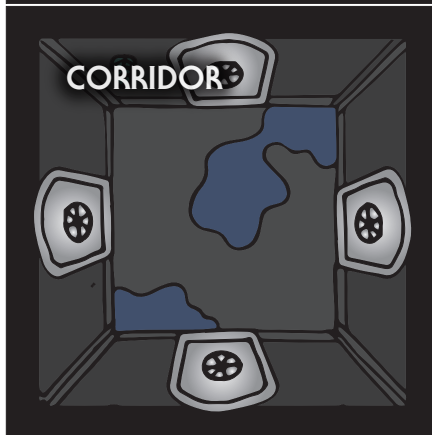
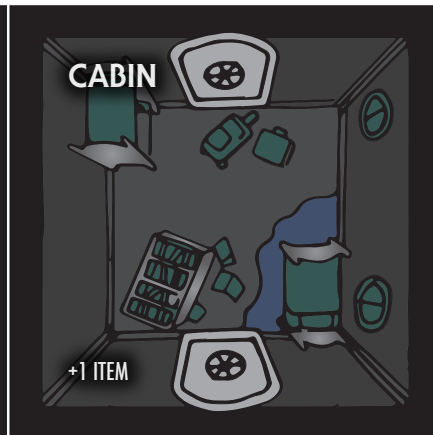
PROPELLER



TILLER



LEVEL 1 ROOMS



LEVEL 2 ROOMS



LEVEL 3 ROOMS

BOILER ROOM

Has the PROPELLER.
When the PROPELLER is picked up,
draw a wave card.

CAPTAIN'S QUARTERS

+3 ITEMS
HAZARD: The first time you enter
this room, take 2 damage.

CORRIDOR

CORRIDOR

ENGINE ROOM

Has the MOTOR.
When the MOTOR is picked up,
draw a wave card.

FUEL ROOM

Has the FUEL.
When the FUEL is picked up,
draw a wave card.

HELM

Has the TILLER.
When the TILLER is picked up,
draw a wave card.

LEAKY ROOM

FLOODED
HAZARD: When this room is revealed,
take 2 damage.

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FLOODED
HAZARD: When this room is revealed,
take 2 damage.

PANTRY

+1 Item
Once per game, if you end your turn
in the PANTRY, you may ignore
hunger damage.



PLAYER INVENTORY

PLAYER ACTIONS

- Peek into a room
- Move into a revealed room
- Explore an unrevealed room
- Manage Inventory
- Brace Yourself (must be your last action)

HEALTH

1—2—3—4—5

ACTIONS

1—2—3—4—5

INVENTORY 1

INVENTORY 2

INVENTORY 3

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