



HeIm

Fog blankets
the neighborhood,
making it hard
to find your way.



HeIm

A fierce storm
pummels you,
tossing your ship
like a toy.



He1m

Power lines and
tree branches
criss-cross the
neighborhood,
making navigation
difficult.



Helm

A piston or rudder
is seizing up.



He1m

A murder of crows
is harrying your
ship, getting in
the way &
generally being
pains in the butt.



Noise

The full moon
reveals your ship
to anyone who
looks up.



Noise

An unruly stowaway
is on your ship.



Noise

Air Traffic Control
is contacting you.



Rivets

A strong wind
threatens to shake
the whole ship
apart.



Rivets

A wing or fin
is coming loose.



There's just
nothing holding
these two parts
of the ship
together.



Gears

The engine is
belching smoke that
it shouldn't and
making an ominous
chuddering noise.



Gears

Several gears
are losing teeth
and flying off
the engine.



Pet

The lawn gnome
is looking at you
funny.



Pet

The roof is
slippery.



Pet

The lawn sprinkler
keeps spraying
you, making it
hard to work.



Pet

The line connecting
the ship & house
is tricky to walk.



Pet

The gutters &
drainpipes
are coming
loose.



Pet

Tempting smells
are wafting from
the garbage bin.



Pet

A family of
squirrels in the
eaves is alarmed
by your presence.



Pet

A group of rival
trash animals
is already in
the house.



Pet

The house cat
has seen you.



Human

Flood lights
bathe the porch,
yard & driveway,
exposing you.



Human

The home security
system is armed.



Human

The ship has
gotten tangled in
the house's power
line, & it might
hit the chimney.



Human

Neighbors
are looking out
the window.



Pet

It's eerily
quiet, magnifying
any noise you
make.



Pet

All the
horizontal surfaces
in the common rooms
are covered in an
obstacle course of
fragile, noisy
tchotchkes.



Pet

Food has been
left out in the
kitchen &
dining room.



Pet

The house cat
steps in & wants
to make a deal.



Human

All the lights
are on.



Human

A Roomba
is patrolling
the downstairs.



Human

Most of the
interior doors
are locked.



Human

The vents are
carrying sounds
from the common rooms
to the bedrooms.



Human

A baby monitor
is in the
kids' room.



Human

Alexa
has started
responding to
the noises
you're making.



Panic

You're leaving
a mess in your wake.
Describe how.



Panic

You've started
something going
that wasn't going
before.

Describe what
it is.



Panic

You broke
something big
to do what you
just did.
Describe it.



The Neighborhood
Watch or a ship of
rival trash animals
is engaging in
aerial acrobatics
with you.



Rivets

The Neighborhood
Watch or a ship of
rival trash animals
has set up a
blockade.



Rivets

Something that
may be a mine
is attached to
the ship's
outer hull.



Freak weather
is acting up,
like a hailstorm
or tornado.
Describe what
it is.



Rivets

The ship has smashed
through buildings or
landmarks, trailing
streams of wreckage.

What is it, & how
does it make it
hard to fly?



Everything on the
ship starts
shaking apart.



Gears

The ship's flotation
mechanism is acting
unpredictably
for some reason.
In what way?



Gears

The ship starts
flying
upside down.



Gears

The engine is
going to explode
if it doesn't cool
down soon.



Gears

A giant magnet
in the ship's hold
has accidentally
turned on.

What is it doing?

Why was it even
there in the first
place?



Explosion

The Neighborhood
Watch or a ship of
rival trash animals
has you in their
sights.



Explosion

The Neighborhood
Watch or a ship of
rival trash animals
has boarded you.



Explosion

Some weird,
unprecedented thing
is happening,
straight out of a
sailor's tale.
What is it?



X Card

How to use these cards

At the start of every Scene, each player takes 3 cards (or 2 if there are 5 or 6 players). Once per Scene, when your roll indicates an unhelpful Action, you can play a card & say your Action was helpful anyway.

But: immediately after anyone marks a Problem, look at the cards in play. If any have a tag matching any unmarked Problems, you must mark those Problems too.

At the end of every Scene, discard the cards in your hand & draw new cards. Leave any played cards in play.

