

Ship Sheet

the Dumpster Fire

How does the ship float?

- | | |
|--|--|
| ☐ Hot air | ☐ @#%\$! magnets |
| ☐ Hydrogen or helium | ☐ Tesla coils |
| ☐ Swamp gas | ☐ Cavorite |
| ☐ Dozens of helicopter blades | ☐ Dark energy |
| ☐ Mechanical wings | ☐ The fifth element |

Strengths & Liabilities

Mark 1 box on each row. For first-time play, mark 2 Strengths; the rest are Liabilities.

Liabilities / Strengths			
Slow	☐	Fast	☐
Noisy	☐	Quiet	☐
Vulnerable	☐	Sturdily armored	☐
Rickety	☐	Tightly fastened together	☐
Hard to steer	☐	Maneuverable	☐
Unarmed	☐	Well-armed	☐

Quirks:

- ☐
- ☐
- ☐
- ☐

Trash Stolen on This Voyage:

Which Wrecked Car is in your ship?

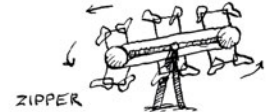
- ☐ '72 VW Beetle: Evade
- ☐ '57 Cadillac DeVille: Absorb shocks
- ☐ School bus: Find a useful piece of Trash

Which Home Appliance is in your ship?

- ☐ Food Processor: Cut through anything
- ☐ Vacuum Cleaner: Grab hold of something
- ☐ Washing Machine: Remove 1 Complication Card

Which Carnival Ride is in your ship?

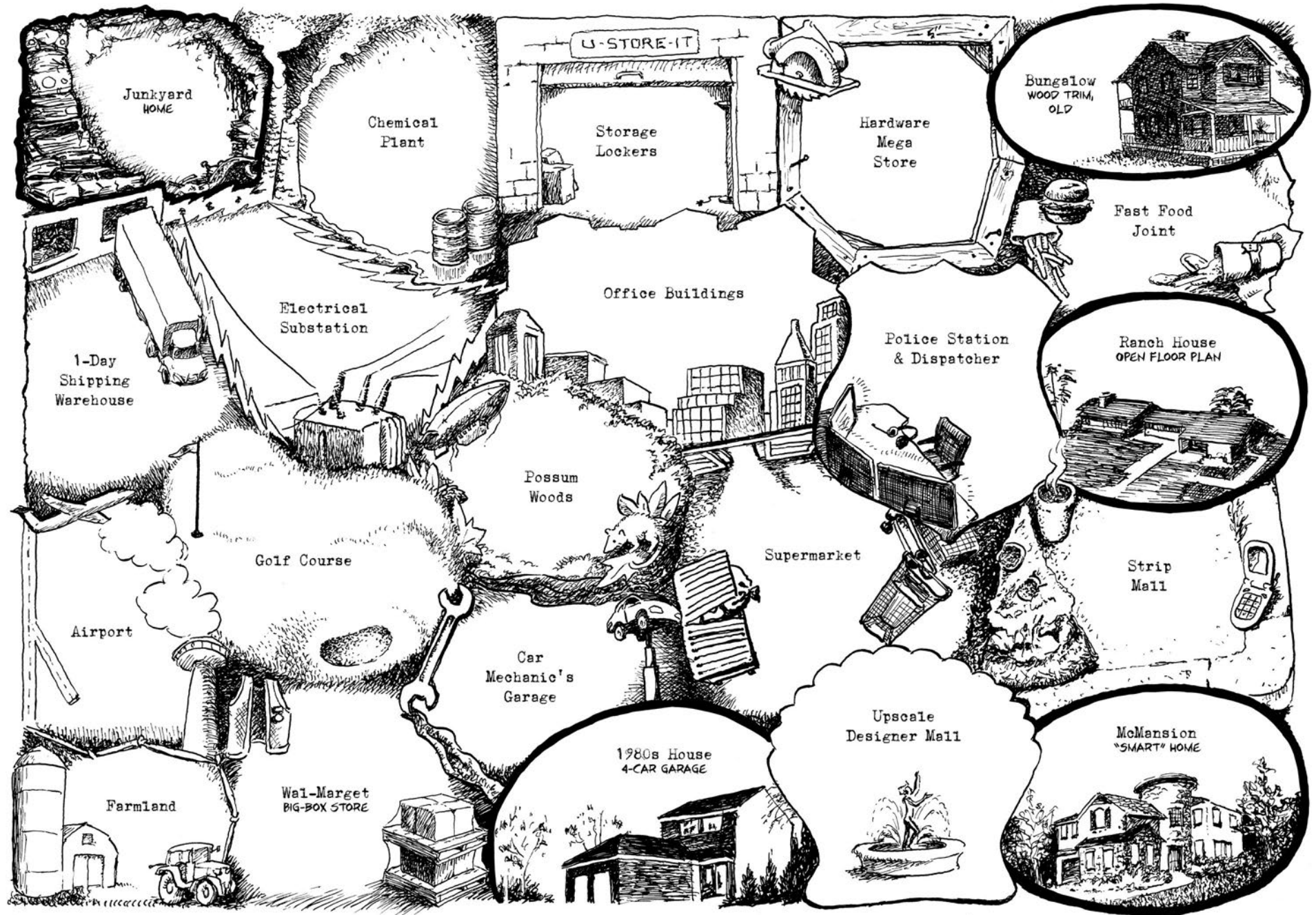
- ☐ Octopus: Reach out with long arms
- ☐ Gravitron: Eject trash/raccoon
- ☐ Zipper: Scoop something up & pull it into the ship



Problem Track

- ☐ 1. **Straining** (♣A-5): The ship's rivets might pop at any moment.
- ☐ 2. **Helm** (♣A-5): The ship makes a mess or gets caught—in the trees, in telephone wires, or smashing into a building. Describe what happens.
- ☐ 3. **Noise** (♣6-8): The ship attracts the attention of the Neighborhood Watch. Describe what happens.
- ☐ 4. **Rivets** (♣9-J, ♠A-6): A piece of the ship falls out. It looks like it was probably important: Describe what happens.
- ☐ 5. **Gears** (♣Q-K, ♠7-10): Pieces of the ship are falling out, breaking down or lighting up. Describe what happens.
- ☐ 6. **Explosion!** (♠J-K): The ship explodes or is otherwise destroyed. Every raccoon for themselves—abandon ship!

the Neighborhoods



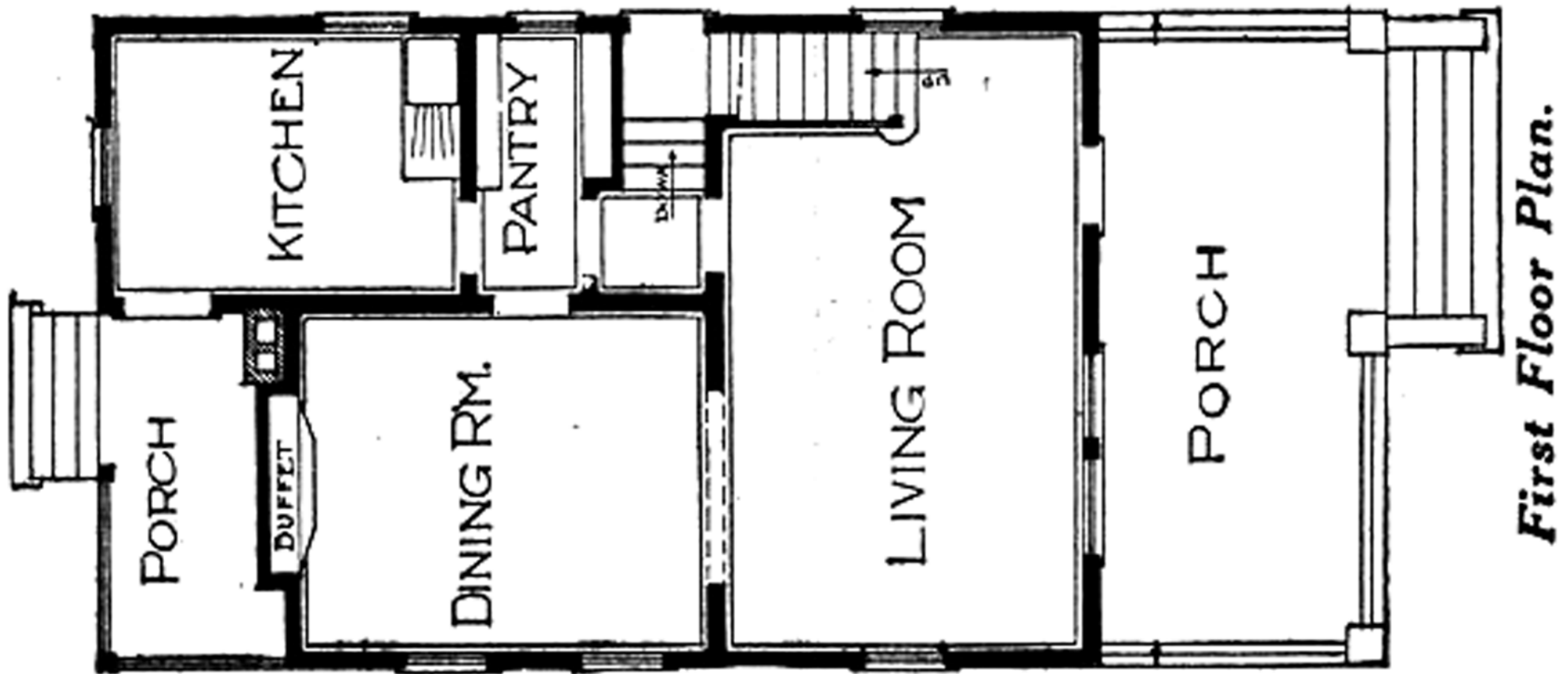
House Sheet: Bungalow, 1st Floor

Problem Track

- ☐ 1. **Noisy:** Keep it down, why dontcha?
- ☐ 2. **Pet** (♦A-9, ♥A-4): You woke up the dog! Describe what happens.
- ☐ 3. **Human** (♦10-K, ♥5-10): You woke up the humans, but they haven't seen you yet. So far, they're fumbling around in the dark. Describe what happens.
- ☐ 4. **Panic!** (♥J-K) They've seen you! Cue the fast-paced banjo music (at least in your mind) and describe the mad chase through the various parts of the house. Get back to the ship somehow, easily or at a cost. Describe what happens.



from Sears Roebuck House Catalog, 1916



House Sheet: Bungalow, 2nd Floor



from Sears Roebuck House Catalog, 1916

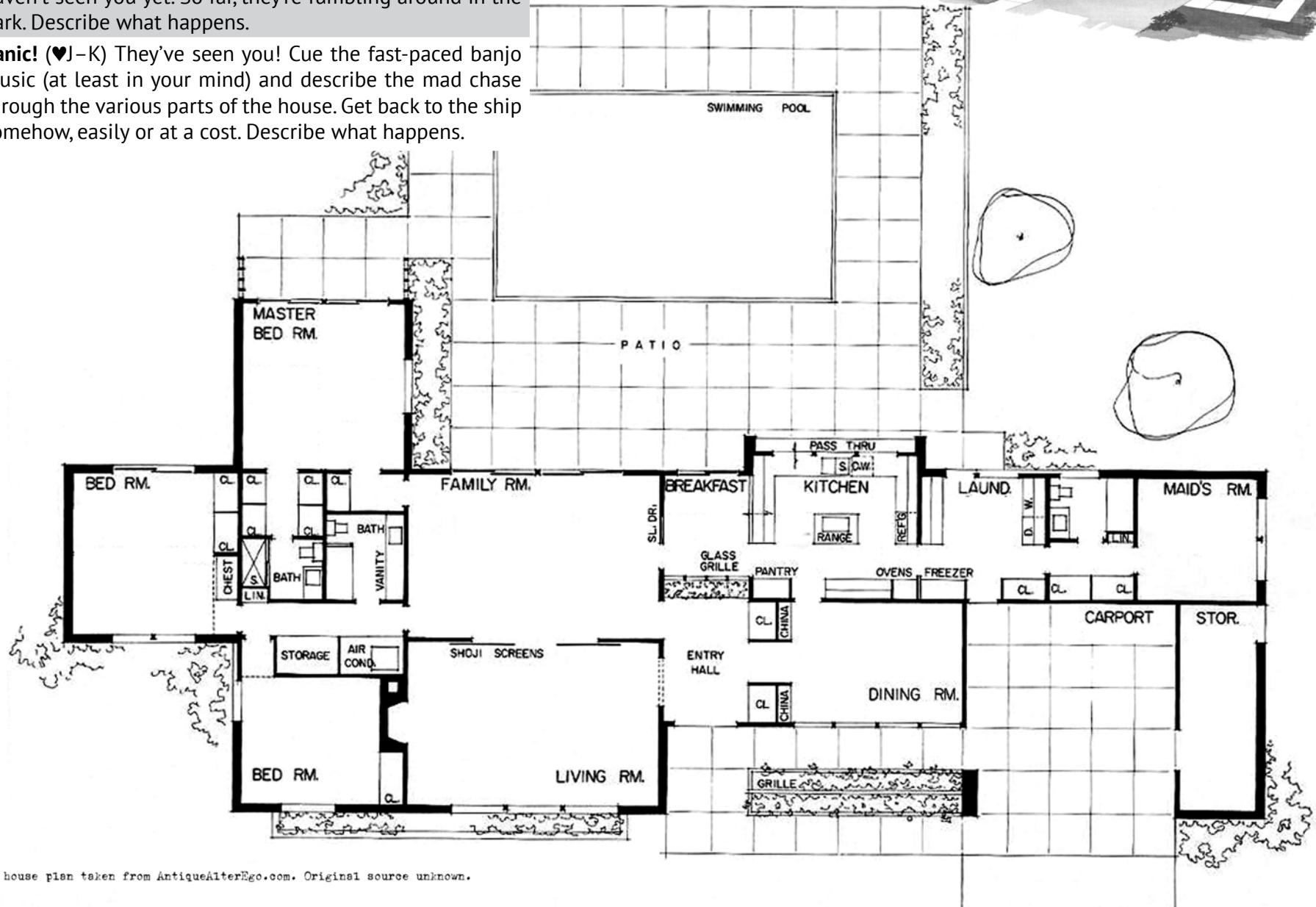
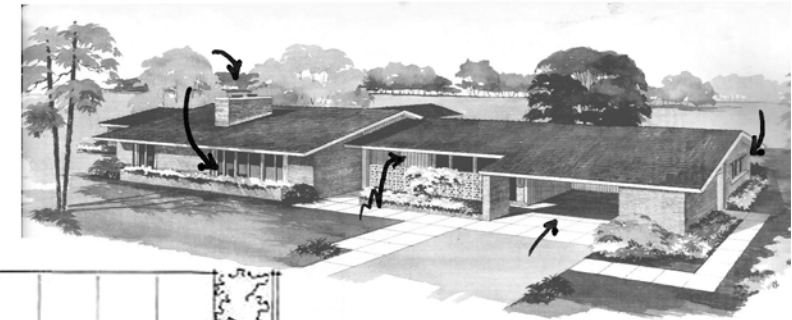


Second Floor Plan.

House Sheet: Ranch House

Problem Track

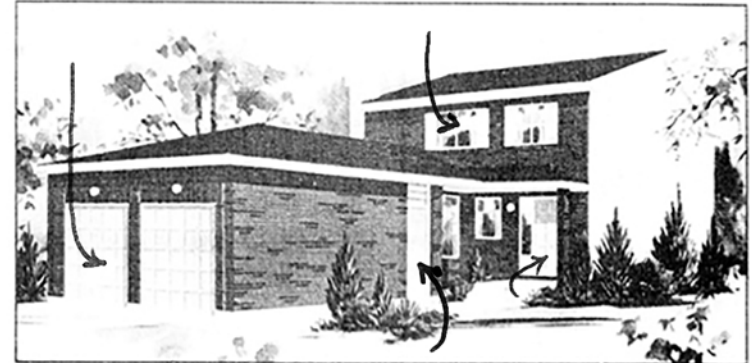
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House Sheet: '80s House. 1st Floor

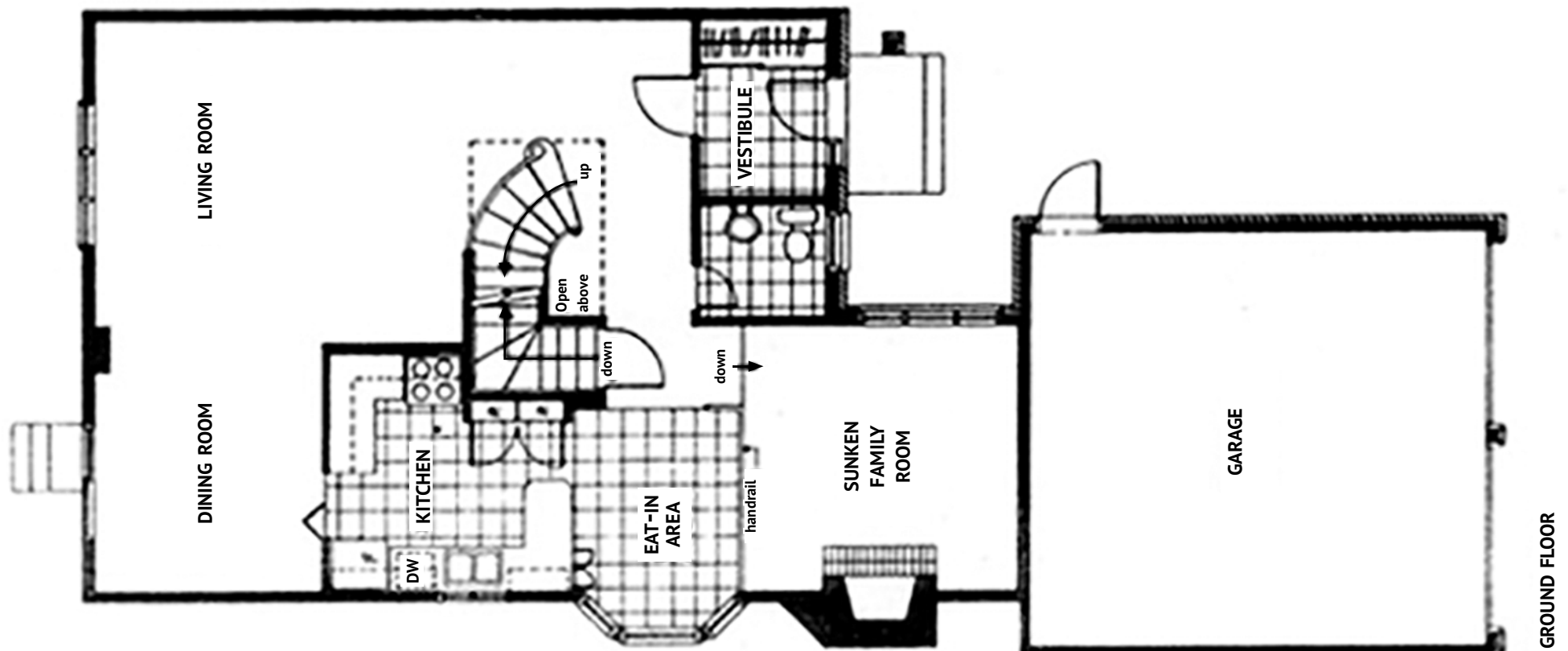
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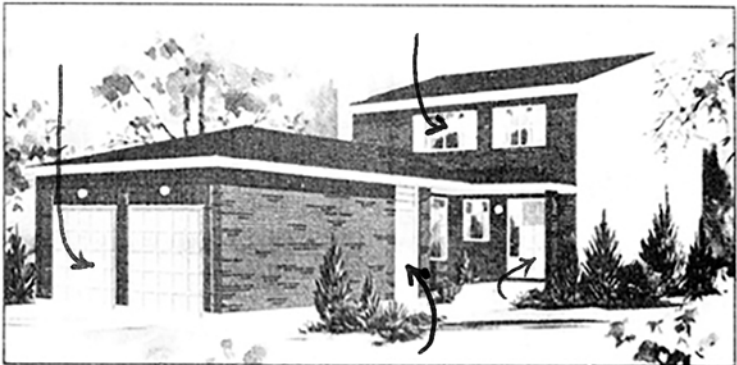


ARTIST'S CONCEPT

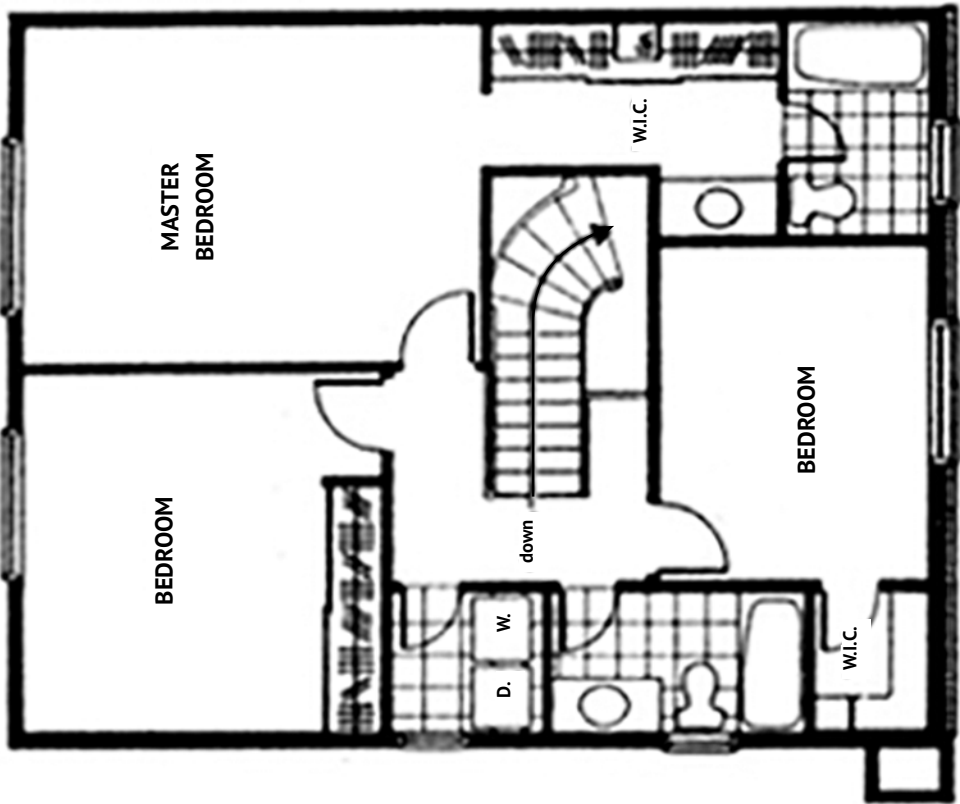
"Hampton" 1980s house design taken from Minto's Contempos, Minto.com



House Sheet: '80s House. 2nd Floor



"Hampton" 1980s house design taken from Minto's Contempos, Minto.com



SECOND FLOOR

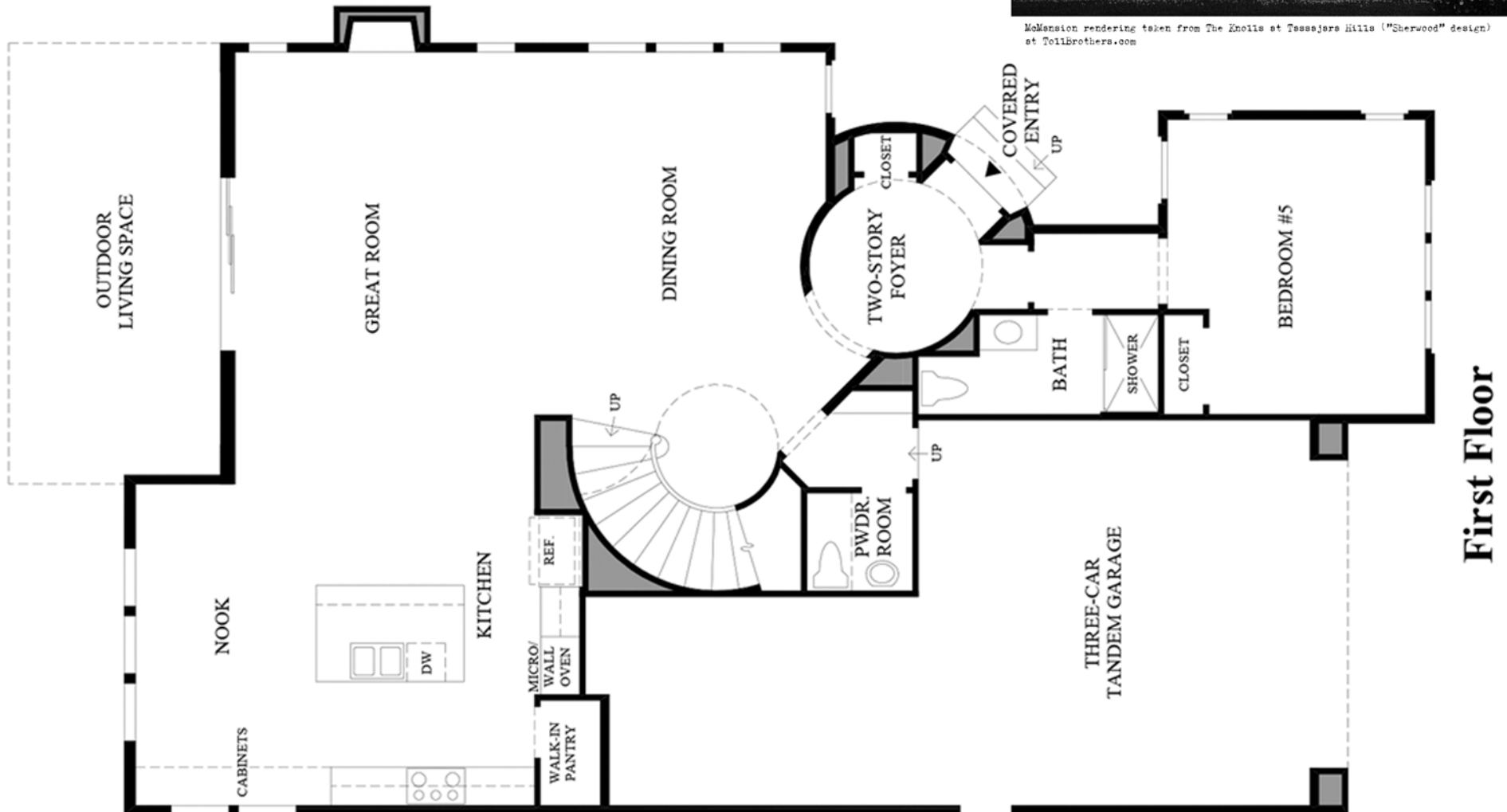
House Sheet: McMansion, 1st Floor

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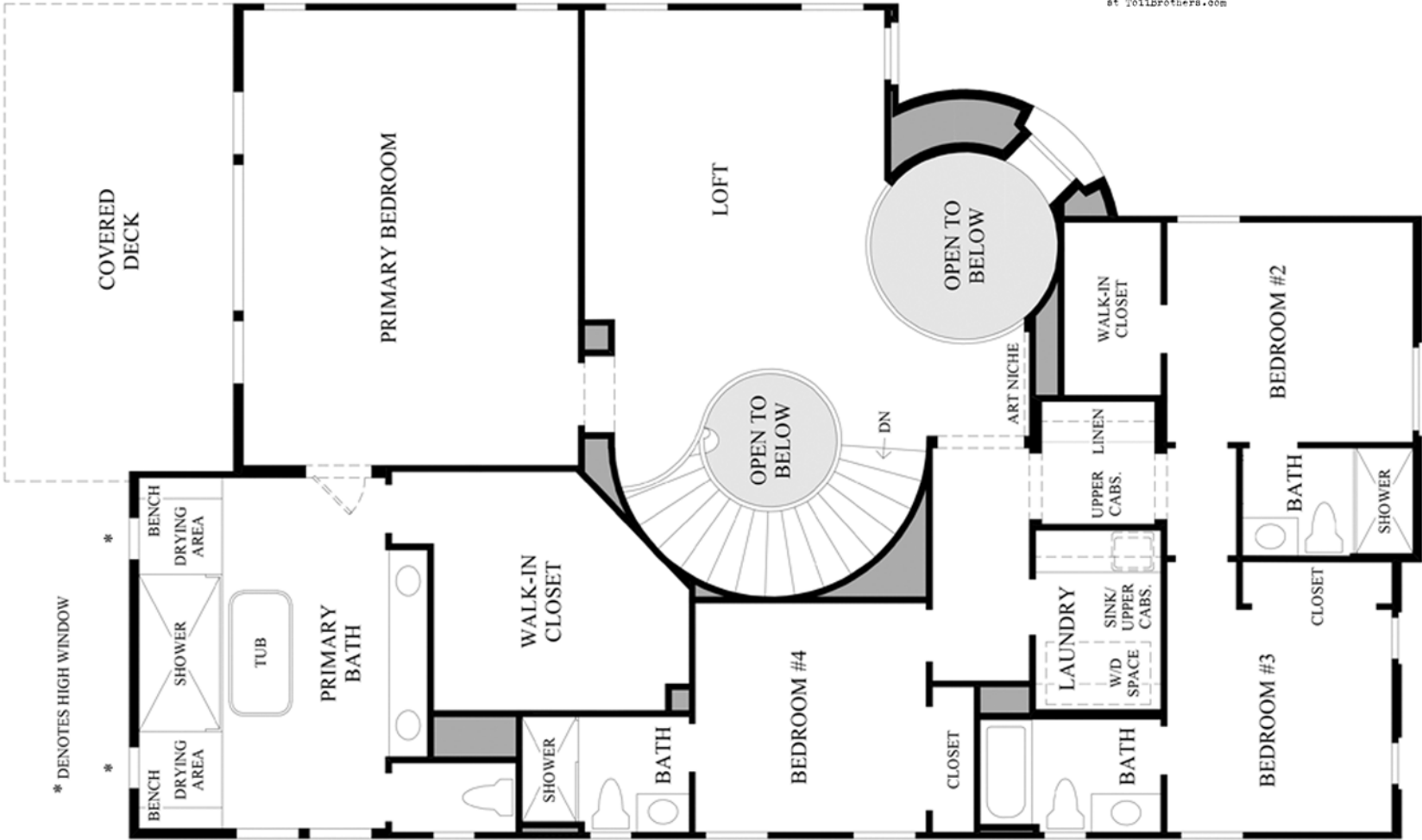
McMansion rendering taken from The Enolls at Tassajara Hills ("Sherwood" design) at Tollbrothers.com



House Sheet: McMansion, 2nd Floor



McMansion rendering taken from The Knolls at Tassajara Hills ("Sherwood" design) at TollBrothers.com



Second Floor