

Lifeboat FAQ

Can you play cards when it's not your turn to act?

You can always turn cards face up at any time (except as a response to the kid's mugging a down card). Cards that require an action to use or put into play (First Aid Kit, Parasol, Flare Gun [to find birds]) can be turned up at any time but can only be used by spending your action during your turn. Cards that are up in front of you confer their benefit(s) immediately cumulatively. A character with both a knife and a gaffing hook is more dangerous than one with either.

Can cards change hands during a fight?

No. People can make promises to give cards but after the fight, they're under no obligation to keep those promises.

How do I start a fight?

Fights can only be started by a character refusing a mugging or a seat exchange. Incapacitated characters (unconscious or dead) cannot start a fight, join a fight or have a fight fought on their behalf. If somebody wants to take something from them, it just happens.

What's the deal with the Flare Gun?

This item gets used once. If used during a fight as a weapon, it adds to the size of your side. If used as your action during your turn, you resolve only the birds on the revealed navigation cards. Ignore everything else on the cards. A "Lose a bird" result means you lose a bird.

Is the row stack face up?

No. Navigation cards are placed face down in the row stack.

Can anything be done about two big well-armed bullies ruling the roost?

Yes. A common mistake in Lifeboat is for players to help their loved one get loot. You don't win if your loved one scores more victory points. At some point, both players in a power-lock should realize the fact that they can't win if the other gets more points. As one of the players on the wrong end of the bullying, you'll be in a perfect position to create a new alliance. The navigation cards are balanced so that the larger characters go overboard more often. This will mitigate their superior size and remove their weapons. The captain and the first mate go over more than the rest of the characters combined.

Scoring Example

The following example ignores treasures found. Remember that if your body comes back in the boat, you still score for your treasures.

Captain Loves First Mate Hates Kid

Scores 4 for First Mate survival, 5 for his own survival and 3 if the kid dies.

Frenchy Loves Captain Hates Himself - Psychopath

Scores 5 for captain survival, 0 for his own survival and size value of each other character (besides himself and the captain) that dies.

First Mate Loves Lady Lauren Hates Captain

Scores 8 for Lady Lauren's survival, 4 for his own survival and 5 if captain dies.

Lady Lauren Loves Frenchy Hates First Mate

Scores 6 for Frenchy's survival, 8 for her own survival and 8 if First Mate dies.

Kid Loves Himself Hates Lady Lauren - Narcissist

Scores 18 for his own survival and 4 if Lady Lauren dies.

Sir Stephen Loves and Hates Himself – Narcissist, Psychopath

Scores 7 for his own survival and the size value of each other character that dies.

Thus if everybody survived the score would be:

Captain 9

Frenchy 5

First Mate 12

Lady Lauren 14

Kid 18

Sir Stephen 7

If everybody died the score would be:

Captain 3

Frenchy 20

First Mate 5

Lady Lauren 8

Kid 4

Sir Stephen 28