



ALL HANDS ON DECK

a descended from the queen game

by Alice V.



All Hands on Deck is a storytelling game descended from the queen about a ship, its crew, and the sea they sail on. It is a game about the relationships between those people, about relying on each other, about being an individual in a team.

To play this game you will only need:

- 3-6 people,
- a deck of playing cards (or means to simulate one online) and,
- this book.

Start by briefly discussing what sort of ship you sail, giving it a captain and naming them both. There is no need to dwell on details at this step. You are welcome to look through the ship illustrations for inspiration and decide whether or not there is one that feels right for the group. Then shuffle the cards and place the King of Spades roughly in the center of the deck. You can place it in the bottom half of the deck for a longer game, or in the top half for a shorter game.

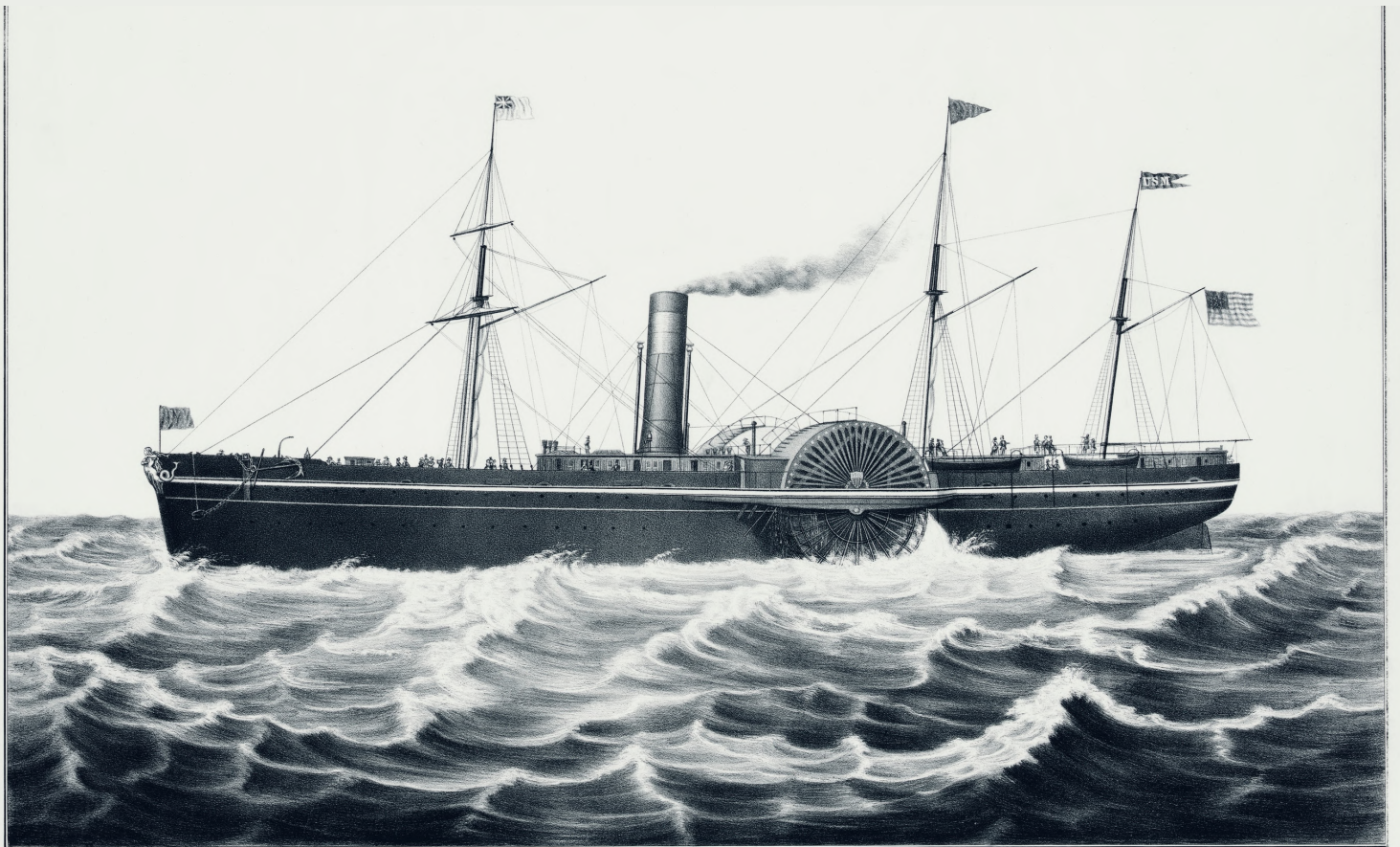
Take turns drawing a card, reading the associated prompt out loud, and answering the question however you wish. On your turn, other players may ask you questions or make suggestions, but it is up to you to decide whether or not to take them into account. You should still be considerate and ask for permission when involving others' characters in your answer. You can also choose to pass your turn by giving your card to the next player and saying: "I would like to hear you answer this".

If there is a card, or an answer, that you do not want to include in the story for whichever reason, you can X-Card it, and its content is removed from the game. If your card is removed from the game like this, draw a new one. You can X-Card on your own card. Consider also setting up lines and veils for your game. Player safety is always more important than gameplay.

Build off of each other's answers, and build a ship together. Continue drawing and answering cards until the King of Spades is drawn. Each player should answer that question in turn, elaborating as much or as little as you wish on the final scene, and then the game is over.



All Hands on Deck is based on [For The Queen](#), product of Alex Roberts and Evil Hat Productions, and licensed for our use under the [Creative Commons — Attribution 3.0 Unported](#).



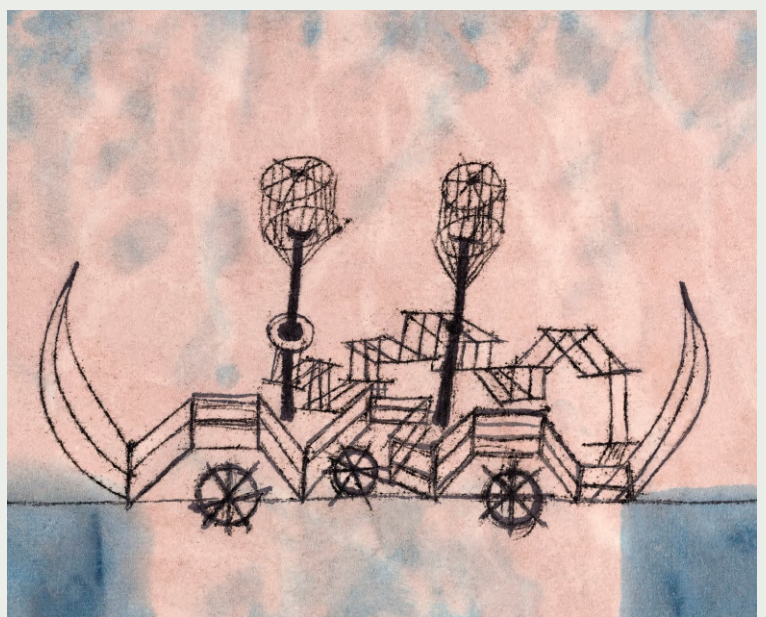
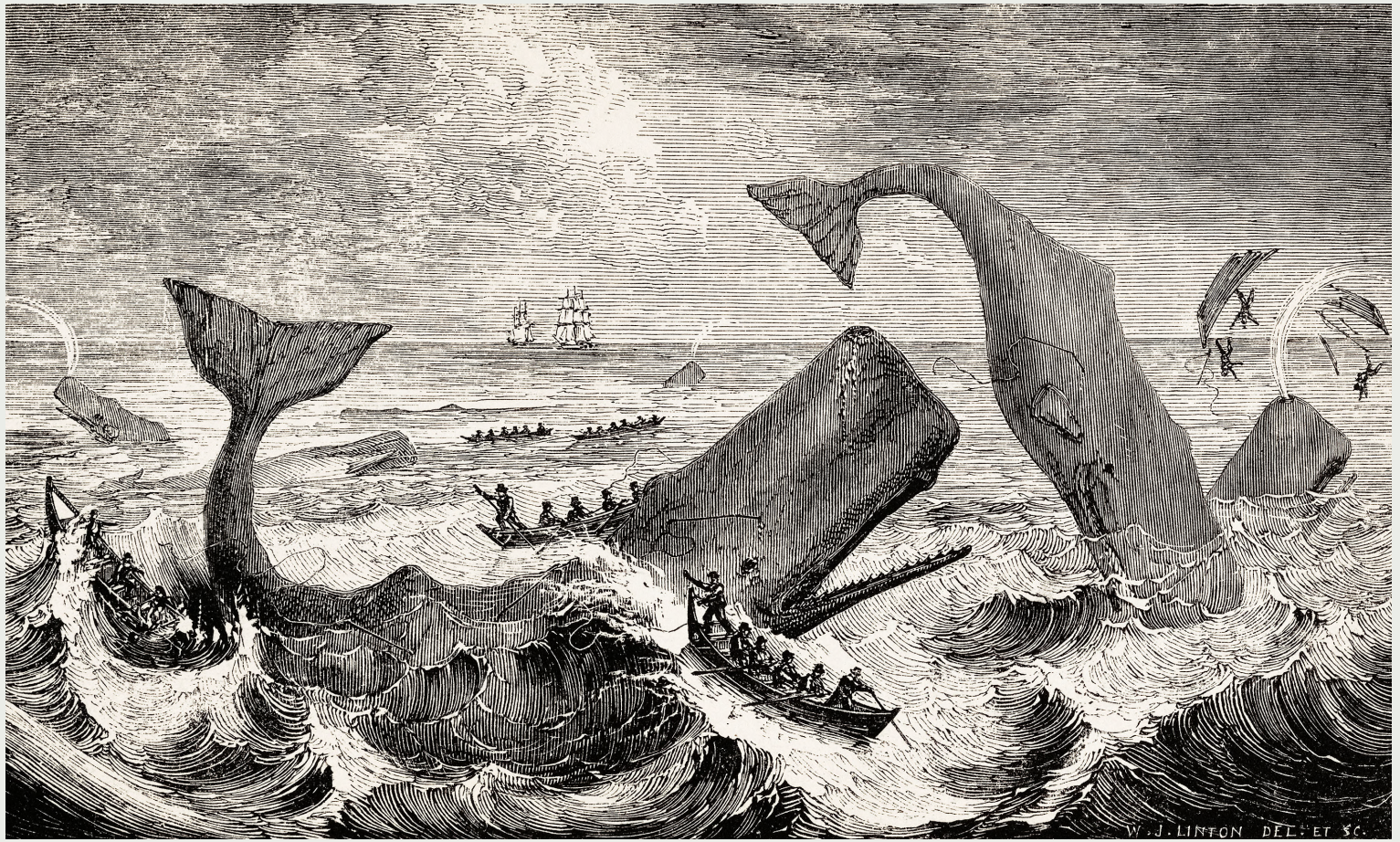
Based according to Act of Congress in the year 1860 by A. Currier, as designed by the Engineer of the United States of the United States of New York.

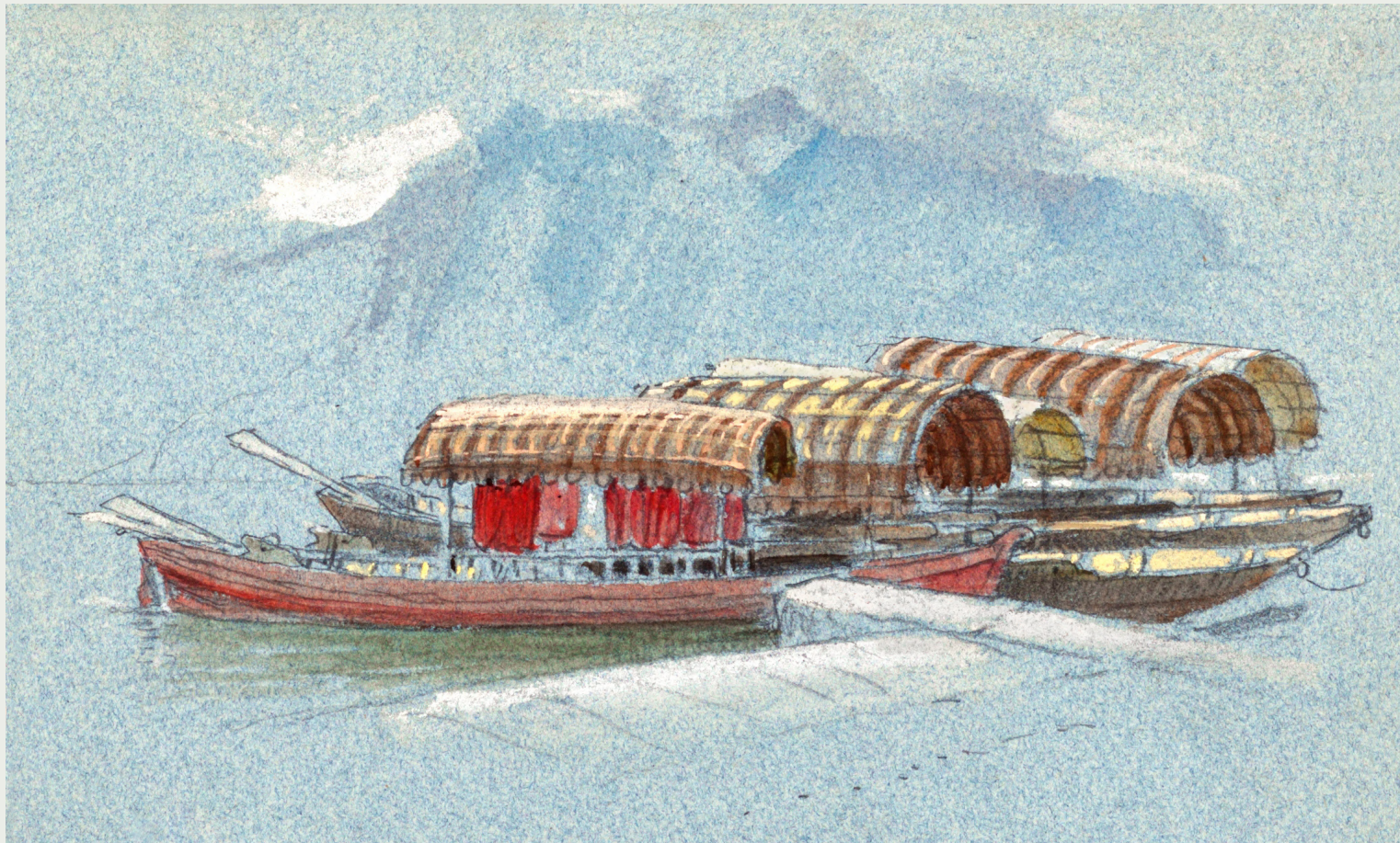
DIMENSIONS.

U. S. MAIL STEAMSHIP

DIMENSIONS.









♣ Clubs ♣

♣ Ace	Who is the first mate and why did the captain choose them instead of you?
♣ Two	Who is the quartermaster and what supplies are we missing?
♣ Three	Who is the navigator and when did they get us lost?
♣ Four	Who is the cook and what are their best and worst recipes?
♣ Five	Who is the medic and when did they need to perform a risky procedure?
♣ Six	Who is the bosun and what major damage have they fixed?
♣ Seven	Who hangs out in the crow's nest and what do they do up there?
♣ Eight	Who never pulls their weight cleaning the deck?
♣ Nine	Who ties the best knots and where did they learn how to do it?
♣ Ten	Who is the best at fishing and what is the most impressive fish they claim to have caught? Do you believe them?
♣ Jack	Who gets along with the seabirds and who hates them?
♣ Queen	Do you have any paying passengers aboard? How does the crew get along with them?
♣ King	Who sleeps in their own quarters and who sleeps with the crew?



◇ **Diamonds** ◇

◇ Ace	What cargo do you keep in the hold?
◇ Two	What sea monster have you encountered?
◇ Three	Whose flag do you sail under and what is your opinion on it?
◇ Four	What port feels like coming back home and why haven't you settled there?
◇ Five	What other ship have you had unpleasant encounters with?
◇ Six	What uncharted island have you found and what was there?
◇ Seven	Were you ever tempted by the sirens?
◇ Eight	You once saved a castaway, what incredible tale did they share?
◇ Nine	Do you have any patrons inland? What unusual errand have they sent you in?
◇ Ten	When did you find treasure and how did you split it amongst the crew?
◇ Jack	What is the most beautiful beach you have docked at?
◇ Queen	What port is the most hospitable and why?
◇ King	What port is the least hospitable and why?



♡ Hearts ♡

♡ Ace	Who is waiting for you in the next port?
♡ Two	Who did you leave in the last port?
♡ Three	Where are you heading towards and what waits for you?
♡ Four	How did you start working on this ship?
♡ Five	What ship did you work on before and what made you leave?
♡ Six	How did you survive a shipwreck once before?
♡ Seven	What was your first encounter with pirates?
♡ Eight	Why did you become a sailor in the first place?
♡ Nine	How tall are the waves here and how do you sail past them?
♡ Ten	What sort of things lay in the bottom of the sea and why are they a danger?
♡ Jack	What is the worst thing you have fought on this ship?
♡ Queen	What is the worst injury you have had while sailing on this ship?
♡ King	What is the worst weather you have faced while sailing on this ship?



♠ Spades ♠

♠ Ace	How does the captain inspire you?
♠ Two	Why did the captain hire you specifically?
♠ Three	When did you question the captain's authority?
♠ Four	When did the captain risk himself for the crew?
♠ Five	When did the captain lead the ship in a futile mission?
♠ Six	Why do you think you would be a better captain?
♠ Seven	You knew the captain before you worked for them, what stories do you have from then?
♠ Eight	What is the hardest part of your job?
♠ Nine	Which crew member did you know before working on the ship and what stories do you have from them?
♠ Ten	Which crew member would you risk your life for?
♠ Jack	What tempts you into staying inland?
♠ Queen	What sailors' superstitions do you believe in and what bad omens have you seen?
♠ King	The ship is sinking, will you go down with it?



All Hands on Deck was written by **Alice V.**

You can find more of her games at alicesv.itch.io

All the illustrations used in this book belong to public domain.

Special thanks to Daniel, Jon, and Taylor, for being an excellent navigator, captain, and quartermaster.

- Cover is "The 'Kearsarge' at Boulogne" (1864) by Édouard Manet
- Header is Seagull and steamship at sea (ca. 1891–1941) by Leo Gestel
- The 1st ship is U.S mail steamship The Pacific, illustrated by N. Currier
- The 2nd ship is Quest for the Holy Grail Tapestries-Panel 5: The Ship by William Morris, Edward Burne-Jones and John Henry Dearle (1900)
- The 3rd ship is Embroidered Fukusa in the late 1800s–early 1900s
- The 4th ship is Arthur Dove's Study for "The 'Bessie' of New York" (1932)
- The 5th ship is The Natural History of the Sperm Whale (1839) by Thomas Beale
- The 6th ship is Two-masted Schooner with Dory (1894) by Winslow Homer
- The 7th ship is Arthur Dove's Fishboat (1930)
- The 8th ship is Alter Dampfer (Old Steamboat) (1922) by Paul Klee
- The 9th ship is Pleasure Boats, Lake Lucerne (July 10, 1872) by Samuel Colman
- The 10th ship is Openings of the Panama Canals by John. S Pughe
- The 11th ship is Ships at night (1890–1900) by Kogyo Tsukioka
- And the 12th ship is Steamship at sea (ca. 1891–1941) by Leo Gestel