

DEAD MAN'S DRAW

In Dead Man's Draw, press your luck as a pirate trying to amass the most booty. But here's the catch, get too greedy, and you could lose it all!

Dead Man's Draw is played by 2-4 pirates in about 10-15 minutes. Draw cards one at a time trying to collect the most loot, comprised of ten suits with six cards each. Draw different suits and your treasure grows, but if you get two of the same suit you Bust and your turn is over.

What will it be, Matey?

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- 1 Rulebook

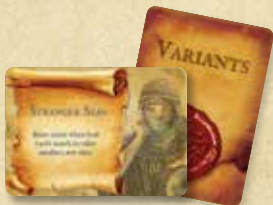
- 60 Loot Cards:

Loot Cards are divided into ten different suits. Each suit has six cards with a value of 2-7, except the Mermaids which range 4-9 in value.





- 17 Trait Cards:
Traits are special powers that give each player a unique ability that can be used over the course of the entire game (See Traits on pages 9-11).




- 6 Game Variant Cards:
Used to modify play or change how players win the game.

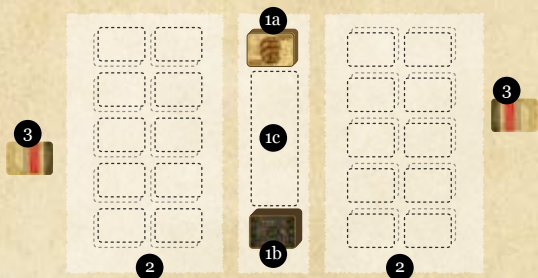


- 4 Gameplay Cards
- 4 Suit Ability Reference Cards



- 3 Mermaid Variant Cards
Identified with  on the bottom of each Mermaid Variant Card.

SET UP:



1. The *Main Area* in the center consists of three parts:
 - 1a. To form the *Discard Pile*, remove the Loot Cards with the lowest number from each suit. (Nine Loot Cards with the value of 2, and one Mermaid card with the value of 4.) Shuffle these ten Loot Cards together. Place the *Discard Pile* face up on one side of the *Main Area*.
 - 1b. To form the *Draw Pile* take the remaining fifty Loot Cards and shuffle them. Place this deck face down on the opposite side of the *Main Area*.
 - 1c. The *Play Area* is the empty area between the *Draw Pile* and *Discard Pile* where Loot Cards are drawn and played. Leave enough room here for ten cards to be played in a row.
2. The *Banks* are the areas directly in front of each player. Each player's *Bank* should be large enough to fit ten stacks of cards, called Suit Stacks (one stack for each of the ten suits). This is where a player's collected loot is placed each turn.
3. Shuffle the *Gameplay Cards* (one card per player always including the "Starting Player" card). Deal one card to each player to determine the starting player. These cards also serve as player aids.

GAMEPLAY:

Draw a Card:

On your turn draw the top card from the *Draw Pile* and place it face up in the *Play Area*.

The Most Important Rule:

Any time a card is placed in the *Play Area*, whether from the *Draw Pile*, *Discard Pile* or any player's *Bank*, you **MUST** activate the Suit Ability. The only exceptions are the Key & Chest cards whose Suit Abilities only activate when both are collected.

Draw if you Dare!

You may now choose to continue drawing cards. If the card just drawn is **NOT** from the same suit as any other card in the *Play Area*, add it to the *Play Area* and activate its Suit Ability. However, if the suit of the card just drawn is same as any other card in the *Play Area*, you **Bust!** When you Bust, all cards in the *Play Area* are immediately placed in the *Discard Pile* (including the card that caused the Bust). You **DO NOT** activate the suit ability of the card that caused the Bust. You **DO NOT** score **ANY** points if you Bust, and your turn is over. You continue drawing cards until you either Bust or choose to stop drawing cards and Collect.



Bust!

GAMEPLAY CONTINUED:

Collect, Bank:

Instead of drawing another card you may Collect. When you Collect, move all the cards from the *Play Area* to your *Bank*. Organize the cards in your *Bank* by suit, creating one Suit Stack for each of the ten suits. Cards in each Suit Stack should be placed in descending order (7 on the top down to 2 on the bottom). Your Suit Stacks must be able to be seen by all players, and the cards in each Suit Stack are public knowledge.

End of Turn:

A player's turn ends after he or she either Busts or Collects. Play then proceeds to the left.

Game End:

The game ends after the turn in which the last card is drawn from the *Draw Pile*. The player who draws the last card gets to finish his or her turn as normal, either by Busting or Collecting. Players may count the number of cards remaining in the *Draw Pile* at any time.

Determining Winner:

You only score the most valuable card of each suit. Players each add the value of the top card of each Suit Stack in their *Banks* to determine their scores. The player with the highest score is the winner.

Tie:

If there is a tie, the tied players count the number of cards in their *Banks*. The tied player with the most cards in the *Bank* wins the game. If there is a tie after that, both players share the victory.

SUIT ABILITIES:



Anchor:

Collect all cards drawn before the Anchor, even if you Bust.

Example: Eliza has two cards in the Play Area, a Mermaid and a Cannon. She draws an Anchor, then draws another Mermaid and gets a Bust. The first Mermaid and the Cannon are moved to her *Bank*. The Anchor and second Mermaid are discarded.



Hook:

Choose the top card from any Suit Stack in your *Bank* and place it into the *Play Area*. You **MUST** play a card from one of your Suit Stacks even if the only available card will cause a Bust. If your turn ends in a Bust, you will not recover your card that was moved to the *Play Area* by the Hook. It is discarded with the rest of the cards. If you do not have any cards in your *Bank*, this Suit Ability is nullified.



Cannon:

Place the top card of a Suit Stack from any other player's *Bank* into the *Discard Pile*. If there are not any cards in any opponent's *Bank*, this Suit Ability is nullified.



Key & Chest:

If there is a Key & Chest in the *Play Area* when you Collect, draw as many bonus cards from the *Discard Pile* as you moved into your *Bank*.

Example: Zach chooses Collect and he has five cards in the *Play Area*. Two of them are a Key & Chest. After he moves five cards from the *Play Area* into his *Bank*, Zach shuffles the *Discard Pile* and adds five more bonus cards to his *Bank*.



Map:

Shuffle the *Discard Pile* and reveal three cards from the *Discard Pile*. You must place one card in the *Play Area*, even if this causes a Bust. If there are no cards in the *Discard Pile* when the Map is drawn, the ability is nullified. If there are less than three cards, draw the remaining cards.



Oracle:

Reveals the next card on top of the *Draw Pile*.
Example: Eliza places an Oracle into the *Play Area* and flips over the top card of the *Draw Pile*. She may decide to place the revealed card into the *Play Area*, or flip the card back over and leave it on top of the *Draw Pile*, choosing to Collect instead. If the Oracle is the last card in the *Draw Pile*, the ability is nullified.



Sword:

Steal the top card from any other player's Suit Stack and place the stolen card in the *Play Area*.

You must choose a Suit Stack of an opponent that you do not have in your own *Bank*, even if the chosen card will cause you to Bust.

Example: Zach draws a Sword. Zach has Anchor, Hook, and Cannon Suit Stacks in his *Bank*. Zach cannot select an Anchor, Hook, or Cannon from Eliza's Suit Stacks.



Kraken:

Forces you to place two additional cards in the *Play Area* before you can Collect. You will draw two cards from the *Draw Pile*, unless the first card drawn is a Hook, Sword or Map. Any of those three Suit Abilities adds an additional card to the *Play Area*. Both scenarios fulfill the Kraken, since at least two additional cards were added to the *Play Area*.



Mermaid:

This suit does not have an activated Suit Ability, but card values range from 4-9, rather than 2-7.

TRAITS:

Traits add a powerful special ability to each player and remain active the entire game. All Traits must be activated if possible. At the start of the game, shuffle and deal each player two Trait cards. Players choose one Trait card to keep and discards the second back to the game box. Players then reveal their chosen Trait card to the other players.



Golden Scales, Mermaid:

Mermaids are worth an extra five points.



Casanova, Mermaid:

Mermaids are Banked as soon as you draw a Mermaid from the *Draw Pile*. If you have a Kraken in play and you draw a Mermaid, it does not count towards the Kraken because the Mermaid is Banked before it is placed in the *Play Area*.



Plunderer, Key & Chest:

Bonus cards are randomly drawn from one opponent's *Bank* instead of the *Discard Pile*. Shuffle all the cards in your opponents *Bank* before you take your bonus cards. You cannot split this between two or more players. If there are fewer cards in the chosen opponent's *Bank* than your bonus, take all the cards from his or her *Bank*. Do not take the difference from the *Discard Pile*.



Treasure Hunter, Key & Chest:

Double the amount of bonus cards from the *Discard Pile* when you Collect a Key & Chest.



Navigator, Map:

Instead of picking one of three random cards from the *Discard Pile*, you may pick any one card from the entire *Discard Pile*.



Master Gunner, Cannons:

Discard the entire Suit Stack instead of just the top card.



Scavenger, Cannon:

Place the card discarded by your Cannon into your *Bank* instead of the *Discard Pile*.



Mystic, Oracle:

Reveal three cards instead of one. You may not change the order of the cards revealed.



Swordsman, Sword:

Steal the top card from an opponent's Suit Stack, even if you have that Suit Stack in your *Bank*.



Miser, Hook:

When you place a Hook in the *Play Area*, the Hook and the card it adds are protected from a Bust.

Example: Eliza has a Cannon in the *Play Area*, and subsequently draws a Hook and adds a Mermaid. Next she draws a Cannon which causes a Bust. Eliza adds the Hook and Mermaid to her *Bank*, but the two Cannons are discarded as normal.



Captain's Hook, Hook:

Must play two cards from your *Bank* instead of one.



Safe Harbor, Anchor:

The Anchor card and the next two cards after the Anchor are protected from a Bust. If you cause a bust one or two cards after the Anchor, you do not collect the card that caused the Bust (because the card that caused the Bust does not enter the *Play Area*).



Fisherman, Kraken:

Krakens are Banked as soon as you draw a Kraken from the *Draw Pile*.



Beastmaster, Kraken:

All opponents must add four cards instead of two when the Kraken is drawn.



Misfire, Cannon:

Each opponent that draws a Cannon must place the top card of a Suit Stack from his or her own *Bank* into the *Discard Pile*.



Parry, Sword:

Opponent's Sword must steal a Kraken. If there is not a Kraken to steal, discard the Sword without any effect.



Davy Jones' Locker:

Choose only one opponent in a game. You Bank their cards when they Bust.

MERMAID VARIANT RULES:

To play Dead Man's Draw with the Mermaid Suit Ability, remove the 8 and 9 value Mermaid cards from the Loot Cards. Add the 2 and 3 value Mermaid cards to the Loot Cards. Add the Siren Trait card to the rest of the Trait cards. Set Up is the same as the original game. Play is the same except the Mermaid suit now has a Suit Ability.



Mermaid Suit Ability:

Replay a card in the *Play Area*.

When you place a Mermaid into the *Play Area*, select a previous played card in the *Play Area*, move it to the right of the Mermaid, and activate the chosen card's Suit Ability.

Example: Eliza draws a Mermaid and activates the Mermaid's Suit Ability. There is an Anchor and a Cannon in the *Play Area*; therefore, Eliza can choose either card. She opts for the Cannon. Eliza moves the Cannon card to the right of the Mermaid, activates the Cannon's Suit Ability, and discards one of her opponent's cards from his/her *Bank*. If Eliza chose the Anchor instead of the Cannon, she would move the Anchor to the right of the Mermaid, which would now protect the Mermaid and the Cannon from a Bust.

Siren Trait, Mermaid:

When your opponent draws a Mermaid, you immediately Bank the card selected by the Mermaid Suit Ability. The Siren Trait activates before the selected card's Suit Ability activates.

Example: Zach has selected the Siren Trait card. Eliza draws a Mermaid and picks a Sword. Zach immediately places the Sword in his *Bank* and Eliza does not get to activate the Sword's Suit Ability.



The Casanova Trait is changed while playing with the Mermaid Suit Ability.

Casanova Trait, Mermaid: When you add a Mermaid to the *Play Area*, immediately *Bank* the card selected by the Mermaid Suit Ability. Therefore, you do not activate the Mermaid Suit Ability because it was placed into the *Bank*, not the *Play Area*.

anchors:

If either the Siren or Casanova Trait collects an Anchor, the cards that the Anchor protected from a Bust are still protected from a Bust after the Hook is Banked.

PIRATE PARTY GAME VARIANT:

Dead Man's Draw is a tense push your luck game for 2-4 players. If you would like to play with 5-8 players, combine an additional copy of Dead Man's Draw and shuffle the two games together. At the beginning of the game you will have 20 cards in the *Discard Pile* and 100 cards in the *Draw Pile*. Mix all the Trait Cards together, but still give just two Trait Cards to each player. Play resumes as normal.

A NOTE FROM MAYDAY GAMES:

Mayday Games worked very closely with Stardock Entertainment to capture the original tabletop card game. Players familiar with the digital versions will notice some slight differences in game play. In the physical version of Dead Man's Draw, players may cause a Bust from the actions taken when playing a Map, Sword or Hook Suit Ability.

At MaydayGames.com, find official Stardock Entertainment variants used in the digital versions of Dead Man's Draw.

<http://maydaygames.com/dead-mans-draw.html>
www.deadmansdrawgame.com

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