

DEAD MAN'S DRAW



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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 get two of the same suit, you Bust and your turn is over. What will it be, Matey?

CONTENTS:

-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:

Trait Cards picture a Pirate Character and a Trait Icon Gem (See Traits on pages 8-11).



SET UP:

1.) *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 to form the Discard Pile. Place the Discard Pile face down on the playing surface. Players may not look at the cards in the Discard Pile during the game, except with the aid of a Suit Ability. (See Suit Abilities on page 5-7.)

2.) *Draw Pile:*

Shuffle the remaining 50 Loot Cards together to form the Draw Pile. Place the Draw Pile face down on the playing surface. Leave space between the Draw Pile and the Discard Pile. This space is the Play Area.

3.) *Trait Cards:*

Shuffle the Trait Cards and give two to each player. Each player chooses one of the two Trait Cards, then unused Trait Cards are removed from the game. The Trait a player chooses will give that player a specific special ability for the entire game. Each player reveals his or her Trait to the other players. (See Traits on pages 8-11.)

4.) *Randomly choose a first player.*

GAMEPLAY:

Draw a Card:

When it is your turn, draw the top card from the Draw Pile and place the card 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. Their Suit Ability activates when they are Collected.

Draw if you Dare!

You may draw another card. However, if the suit of the next card drawn is the same suit as any other card in the Play Area, this is a Bust. When you Bust, all cards in the Play Area are placed in the Discard Pile, including the card that caused the Bust. A Bust occurs before the card is placed in the Play Area. Consequently, you do not activate the Suit Ability of the card that caused a Bust. You do not score any points on a Bust, and your turn is over. If the card just drawn is not the same suit as any other card in the Play Area, add the new card to the Play Area and activate the Suit Ability. You may continue to draw more cards until you Bust or 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. Each player has a Bank separate from the other players' Banks. Separate the cards in your Bank by suit. If you collect at least one card from each suit, you will have ten Suit Stacks in your Bank. Cards in your Suit Stacks are placed in descending order, 7 on top to 2 on the bottom. Suit Stacks are seen by all players, and all cards in a Suit Stack are public knowledge.

End of Turn:

A player's turn ends when he or she either Busts or Collects. When a player's turn is over, the player on the left begins his or her turn.

Game End:

The player that draws the last card finishes his or her turn as normal, by either Collecting or Busting. Then the game ends. Players may count the remaining cards 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 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.



Mermaid:

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



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.

TRAITS:

Traits give a powerful special ability to each player. All Traits modify a Suit Ability, except Davy Jones' Locker. The Suit Ability that is modified is listed first in the Trait description.

Example, Cannon: This Trait modifies the Cannon Suit Ability.



Beastmaster:

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



Captain's Hook:

Hook: Must play two cards from your Bank instead of one.



Casanova:

Mermaid: Mermaids are Banked automatically. 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.



Davy Jones' Locker:

You Bank your opponent's cards from a Bust. In a 3-4 player game, choose one other player at the beginning of the game, and only Bank the selected player's Busted cards.



Fisherman:

Kraken: Krakens are Banked automatically and do not force the Fisherman to draw additional cards.



Golden Scales:

Mermaid: Mermaids are worth an extra five points.



Miser:

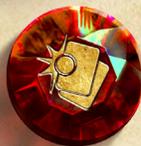
Hook: When you place a Hook in the Play Area, the Hook and its additional card are protected from a Bust.

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.



Navigator:

Map: Pick any card from the entire Discard Pile instead of one card from the random three cards drawn.



Master Gunner:

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



Misfire:

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



Mystic:

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



Parry:

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



Plunderer:

Key & Chest: Bonus cards come from one opponent's Bank instead of the Discard Pile. 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.



Safe Harbor:

Anchor: The Anchor card and the next two cards after the Anchor are protected from a Bust.



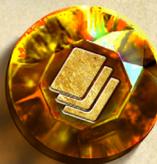
Scavenger:

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



Swordsman:

Sword: Steal the top card from any Suit Stack, even if you have that Suit Stack in your Bank.



Treasure Hunter:

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

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. Thank you for playing Dead Man's Draw by Mayday Games.



A NOTE FROM MAYDAY GAMES:

Dead Man's Draw has multiple digital versions. The iOS app is not the same incarnation as that played on PC Steam. Stardock Entertainment originally created a physical card game used to develop the digital games. However, some rule changes were necessary to improve the game in digital format, making digital versions different from the physical card game.

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.

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>

CREDITS

Producer: Ryan Bruns

Game Design: Derek Paxton, Leo Li, Chris Bray

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