

Set up for 2 to 4 players

DeckHand Rules 1/2

1. Gather the 17 coin token cards into a bank. Distribute a 1 coin  token card to each player. From now on, let's call them coins.
2. Provide a shuffled **deck** of 2 "Fist Fight" and 2 "Celebrate" to each player. Remove all other "Fist Fight" and "Celebrate" from the game.
3. Shuffle and create the **supply deck** with 11 cards per player (10 with 4 players). The remaining cards constitute the **reload deck**.
4. Place 6 cards from the reload deck face up on the table to create the **supply**. Maintain 6 face-up supply cards **at all times** by replacing them from the **supply deck**.

Unfolding of the game

A random player starts. Each player takes turns, following these steps:

1. Resolve any start-of-turn effects that might trigger .
2. Discard  your hand, if any, then draw 3 cards from your deck.
From now on, your discard pile is referred to as the **stash**.
3. You then have 2 Actions that you can use in the following ways:
 - Play a card from your hand: Set the card aside, resolve its effects and any consequences, and **then** put the card into your stash.
 - Buy a card from the supply: Pay the cost indicated by the chest  at the bottom right with coins  and put it into your stash.

If your deck is ever empty during the game, **immediately** shuffle your stash into a new deck and resume any ongoing actions or effects.



General rules

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1. Line up your stash cards facing upwards, allowing all players to quickly identify them. Do likewise with your coin tokens.
2. **+1** : Take 1 coin from the bank immediately.
3. **+1** : You may draw 1 card from your deck immediately.
4. **+1** : You may put 1 supply card at the bottom of the reload deck immediately. If you do, replace it with a **reload deck** card.
5. **+1 Action**: Gain 1 extra Action to use this turn. Do not use more than 5 Actions per turn.
6. **+1 Buy**: You may Buy 1 card without using an Action this turn.
7. **Pay 1** : Put 1 of your coins into the bank.
8. **+1 Discard**: Discard 1 card from your hand into your stash.
9. Resolve card effects **in the written order** before taking any other Actions or Buys. If effects would trigger simultaneously, the initiator of the first effect decides the order in which they are resolved.
10. You can only discard cards from your hand. Revealing or looking at cards doesn't add them to your hand or empties decks. Unless specified, revealed cards return to their original position **immediately**.
11. If an effect cannot be fully applied, it still applies partially, to the extent possible. However, You cannot select effects or targets that are not applicable. You must always have a minimum of 4 cards.

End of the game

The game ends when the supply deck is empty. The current player finishes their turn, and the others take a final turn with only 1 starting Action. Count the number of hooks  in each deck. The player with the most hooks wins. In the case of a tie, the player with the most coins wins, followed by the player who ended the game.

The DeckHand box contains 90 cards and this booklet.
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