



DeckHand

Pirate, Planner, or Adventurer?
Craft your deck and decide your fate!

Embark on a thrilling pirate adventure for 2 to 4 players, igniting your deck-building creativity!

In DeckHand, players take turns accumulating gold coins and purchasing new cards to enhance their decks and increase their influence. Competing against opponents, you'll aim to acquire the most valuable cards.

DeckHand contains this rule booklet, 77 playing cards from the base game and 8 Coin tracking cards.

The Crew expansion brings 12 Crew cards and 5 extra base cards.

This booklet contains:

1. Setup and Player's turn.

2. General rules and End of the game.

3. Crew expansion rules.

2-4

Age +12

30-60 min.

General rules

DeckHand Rules 2/3

Line up your stash cards facing upwards, allowing all players to quickly identify them. Do the same with your Coin cards.

Resolve a card's effect completely and in the written order before taking other actions. If effects would trigger simultaneously, the initiator of the first effect decides the order in which they are resolved.

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.

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 own a minimum of 4 cards.

Card text reference

+1 : Increase your coins by 1.

+1 : You may draw 1 card from your deck immediately.

+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.

+1 Action: Gain 1 extra Action to use this turn. Do not use more than 5 Actions per turn.

+1 Buy: You may Buy 1 card without using an Action this turn.

Pay 1 : Decrease your coins by 1.

+1 Discard: You must discard 1 card from your hand into your stash.

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.

How to play: <https://bit.ly/dh-htp>

News and Solo Challenges: <https://bit.ly/dk-h>

Set up for 2 to 4 players

DeckHand Rules 1/3

- Give each player 1 Coins and 1 Coins Indicator card and a **shuffled deck** of 2 Fist Fight and 2 Celebrate. Remove all remaining instances of these from the game.
- Shuffle the rest and create the **supply deck** with 11 cards per player. The remaining cards constitute the **reload deck**.
- 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**.

Player Turns

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

- Resolve any start-of-turn effects that might trigger .
- Discard your hand, if any, then draw 3 cards from your deck. From now on, your discard pile is referred to as the **stash**.
- 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.



Crew Expansion Setup

DeckHand Rules 3/3

Create a shuffled **Crew deck** with the 12 Crew cards and place the deck face down. Then proceed with a normal setup.

New Rules for Crew

In your action phase, you have 1 new possible type of action:

- Hire 1 Crew: Look at the top 3 cards of the Crew deck, place one face down in front of you, return one to the bottom of the deck, and keep the remaining one on top.

Face-down Crew are **inactive** and you cannot own more than 3 Crew.

In your action phase, you may **Pay 1** to flip 1 Crew face up; this can be done with any of your Crew. Activated Crew provide 3 to 4 skills for use during your Action phase, with each Crew limited to using only 1 skill per turn. Importantly, neither of these 2 effects constitutes an action or uses an action. There are 3 types of skills:

- Free** : No conditions to use this skill.
- Salary** : Carry out the action(s) on the left side as a cost.
- Condition**: The left side describes a condition that needs to be met this turn. It could be a situation or some actions.

Once the skill is used successfully, you gain the effect on the right side.

New Keywords and Examples

- Unearth 1:** Put 1 card from your stash at the bottom of your deck.
- Retire 1:** Remove 1 card that you own from the game.
- Hire 1 Crew:** Hire 1 Crew without using an action this turn.

Discard 1 **+1 Buy** As a cost, instantly discard 1 Adventure to gain a Buy restricted to Adventures.

6 in stash Have at least 6 Adventures in your stash to unlock.

Play 2 Play at least 2 Attacks this turn to unlock.