DEAD MAN'S DRAW

MAYDAY GAMES

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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 if you 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:
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.
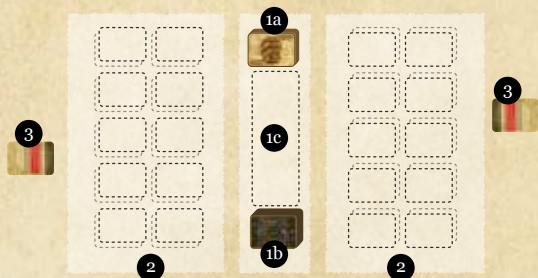
-4 Gameplay Cards
-4 Suit Ability Reference Cards

-3 Mermaid Variant Cards
Identified with a ⛰ 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.

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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.

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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.

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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.

Producer: Ryan Bruns
Game Design: Derek Paxton, Leo Li, Chris Bray
Illustrator: Leo Li
Graphic Design: Allison Litchfield, Benjamin Shulman
Rulebook: Daniel Peterson, Paula Hiatt
Mayday Games Play Testing: Adam Drew, London
Malmrose, Daniel Benson, Jordon Field, Seth Hiatt,
and Leo Wild.