



PG. 1 - Information Cards

Cut out along red lines, fold along dotted lines

DEAD DROP PNP v1.0



PG. 2 - Info Cards & Victory Tokens

Cut out along **red lines**, fold along dotted lines

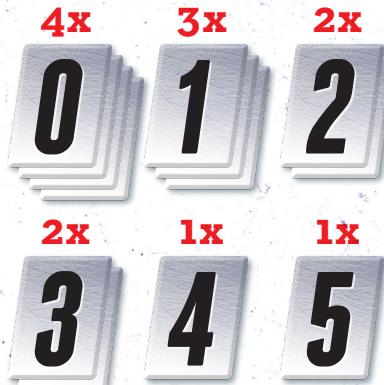
DEAD DROP PNP v1.0



SETUP

1. The Drop: 1 face down
2. Stash: 1 per player, face up
3. Distribute remaining cards evenly among all players.

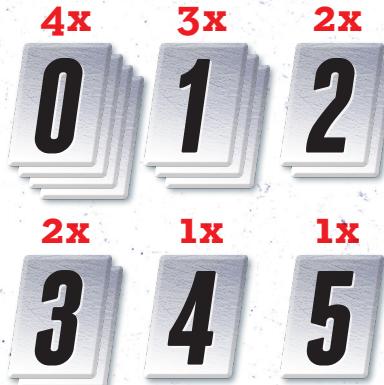
CARD DISTRIBUTION



SETUP

1. The Drop: 1 face down
2. Stash: 1 per player, face up
3. Distribute remaining cards evenly among all players.

CARD DISTRIBUTION



ACTIONS

(choose one)

Share Info:

Trade **1** card from your hand with **1** card from any other player. The target player *must* trade and *may not* look at the card they are given before handing you their card.

Swap the Stash:

Trade **1** card from your hand with one card in the stash. The card from your hand *must* be placed face up to become a part of the stash.

Sell Secrets:

Reveal **2** cards from your hand to another player. They *must* respond by saying “yes” or “no”, revealing whether or not they have a card equal to the sum of those cards. If “yes”, they *must* hand a card of that value to you, and you *must* choose one of your revealed cards to give them in return.

END OF TURN

(optional)

Grab the Drop:

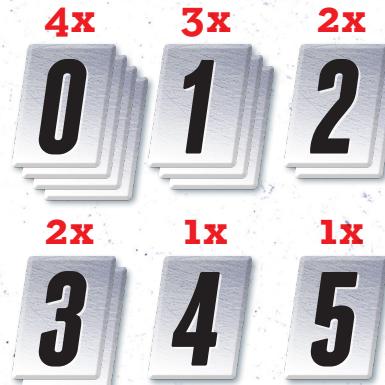
Place **2** cards from your hand face up next to the Drop, then secretly check the Drop. If the Drop is equal to the sum of the **2** cards you placed, **you win!** If not, you are eliminated from the round and must reveal all your cards, placing them face up in front of you.



SETUP

1. The Drop: 1 face down
2. Stash: 1 per player, face up
3. Distribute remaining cards evenly among all players.

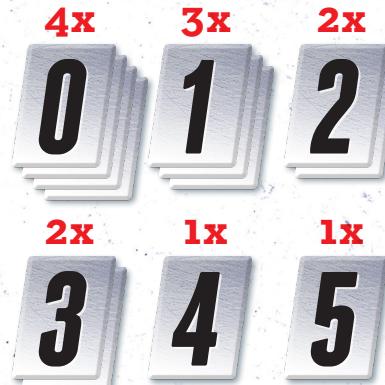
CARD DISTRIBUTION



SETUP

1. The Drop: 1 face down
2. Stash: 1 per player, face up
3. Distribute remaining cards evenly among all players.

CARD DISTRIBUTION



ACTIONS

(choose one)

Share Info:

Trade **1** card from your hand with **1** card from any other player. The target player *must* trade and *may not* look at the card they are given before handing you their card.

Swap the Stash:

Trade **1** card from your hand with one card in the stash. The card from your hand *must* be placed face up to become a part of the stash.

Sell Secrets:

Reveal **2** cards from your hand to another player. They *must* respond by saying “yes” or “no”, revealing whether or not they have a card equal to the sum of those cards. If “yes”, they *must* hand a card of that value to you, and you *must* choose one of your revealed cards to give them in return.

END OF TURN

(optional)

Grab the Drop:

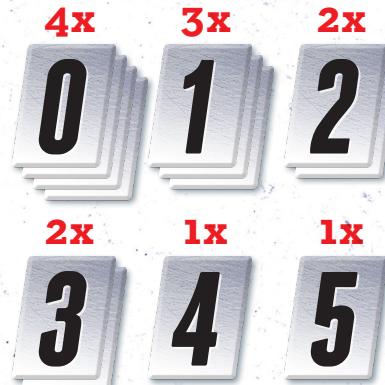
Place **2** cards from your hand face up next to the Drop, then secretly check the Drop. If the Drop is equal to the sum of the **2** cards you placed, **you win!** If not, you are eliminated from the round and must reveal all your cards, placing them face up in front of you.



SETUP

1. The Drop: 1 face down
2. Stash: 1 per player, face up
3. Distribute remaining cards evenly among all players.

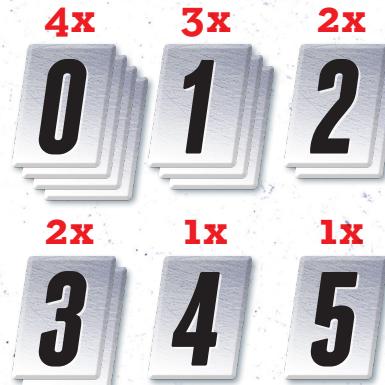
CARD DISTRIBUTION



SETUP

1. The Drop: 1 face down
2. Stash: 1 per player, face up
3. Distribute remaining cards evenly among all players.

CARD DISTRIBUTION



ACTIONS

(choose one)

Share Info:

Trade **1** card from your hand with **1** card from any other player. The target player *must* trade and *may not* look at the card they are given before handing you their card.

Swap the Stash:

Trade **1** card from your hand with one card in the stash. The card from your hand *must* be placed face up to become a part of the stash.

Sell Secrets:

Reveal **2** cards from your hand to another player. They *must* respond by saying “yes” or “no”, revealing whether or not they have a card equal to the sum of those cards. If “yes”, they *must* hand a card of that value to you, and you *must* choose one of your revealed cards to give them in return.

END OF TURN

(optional)

Grab the Drop:

Place **2** cards from your hand face up next to the Drop, then secretly check the Drop. If the Drop is equal to the sum of the **2** cards you placed, **you win!** If not, you are eliminated from the round and must reveal all your cards, placing them face up in front of you.

ACTIONS

(choose one)

Share Info:

Trade **1** card from your hand with **1** card from any other player. The target player *must* trade and *may not* look at the card they are given before handing you their card.

Swap the Stash:

Trade **1** card from your hand with one card in the stash. The card from your hand *must* be placed face up to become a part of the stash.

Sell Secrets:

Reveal **2** cards from your hand to another player. They *must* respond by saying “yes” or “no”, revealing whether or not they have a card equal to the sum of those cards. If “yes”, they *must* hand a card of that value to you, and you *must* choose one of your revealed cards to give them in return.

END OF TURN

(optional)

Grab the Drop:

Place **2** cards from your hand face up next to the Drop, then secretly check the Drop. If the Drop is equal to the sum of the **2** cards you placed, **you win!** If not, you are eliminated from the round and must reveal all your cards, placing them face up in front of you.

2



Cards, 9 Wooden Victory Tokens

Components: 15 Wooden Victory Tokens, 4 Reference Cards, 9 Wooden Victory Tokens

Dead Drop is a game that involves elements of memory, deduction, and deadly maneuvering.



The Drop

The Stash

The Drop

The Stash

Number of Players	Number of Cards Dealt
4 Players	2 cards each
3 Players	3 cards each
2 Players	5 cards each

Deal the remaining cards evenly among the players:
Place cards equal to the number of players face up in a row to the side of the table to form **The Stash**.

Shuffle the deck and place 1 card face down in the middle of the table. This is **The Drop** - the card represents the information that must be obtained in order to locate the explosive device.

THE SETUP:

THE ACTION:

On player's turn they must choose to perform **1** of the following actions:

Share Info:

Trade **1** card from your hand with **1** card from any other player. The target player must trade and may not look at the card they are given before handing you their card.

Swap the Stash:

Trade **1** card from your hand with one card in the stash. The card from your hand must be placed face up to become a part of The Stash.

Sell Secrets:

Reveal **2** cards from your hand to another player. They must respond by saying "**yes**" or "**no**", revealing whether or not they have a card equal to the sum of those cards. If "**yes**", they must hand a card of that value to you, and you must choose **1** of your revealed cards to give them in return.

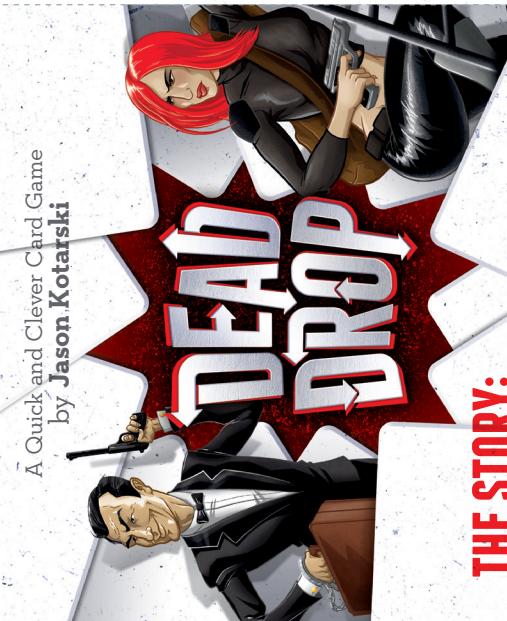
END OF TURN:

After a player has taken their turn, they may choose to take the following action before passing their turn:

Grab The Drop:

Place **2** cards from your hand face up next to The Drop; then secretly check The Drop. (continued)

3



THE STORY:

A Quick and Clever Card Game
by Jason Kotarski

If The Drop is equal to the sum of the **2** cards you placed, you win the round! If not, you are eliminated from the round and must reveal all your cards, placing them face up in front of you.

Other players may still trade with an eliminated player's cards by placing the card traded from their hand face up in place of the card they take.

THE SCORE:

When a player wins a round they take a victory token. The first player to collect **3** victory tokens wins the game!

THE CREDITS:

Game Design: Jason Kotarski

Creative Direction: Adam P. McIver 

Artwork: Adam P. McIver (*Spies & Monsters*), Naomi Robinson (*Vikings*), Oliver Meinerding (*Outlaws*), Ashley Davis (*Birds*), Rob Lundy (*Rogues*), Kwanchai Moriya (*Kids*), Sean Dove (*Robots*)



4



PG. 5 - Card Backs

Cut out along **red lines**, fold along dotted lines

DEAD DROP PNP v1.0