



Set up for 2 to 4 players

Deck Hand Rules 1/2

1. Gather about 20 Treasure tokens into a bank. We recommend using tokens instead of dice. Give 1 Treasure to each player.
2. Each player receives a deck of 2 Fist Fight and 2 Celebrate. Remove all remaining Fist Fight and Celebrate from the game.
3. Shuffle and form the supply deck with 11 cards per player (10 with 4 players). The rest are the refresh deck.
4. Put 6 cards from the refresh deck face up on the table as the supply. From now on, maintain 6 face-up cards by replacing them from the **supply** deck.

Unfolding of the game







A random player start, then each player in turn and in order:

1. Apply effects that happen at the start of turn .
2. Discard your hand  and draw 3 cards.
3. During your turn, you have 2 actions, which can be:
 1. Playing a card: Apply its effects **then** put it in your discard.
 2. Buying a card from the supply: It goes in your discard.
4. When your deck is empty **immediately** shuffle your discard into a new deck then resume any ongoing effect.




General rules

Deck Hand Rules 2/2

1. Treasures are the currency for purchasing supply cards. Card cost is indicated by the chest icon at the bottom right . The hook icon on the bottom left  indicates the victory points.
2.   Icons at the top left are reminders of triggered effects.
3.  Indicates targeted effects that impact enemies.
4. **+1 Treasure:** Take a Treasure from the bank immediately.
5. **+1 Card:** Draw a card from your deck **immediately**.
6. **+1 Action:** You get to use 1 extra action this turn.
7. **+1 Buy:** You may buy a card without using an action this turn.
8. **+1 Reload:** You may put 1 supply card at the bottom of the refresh deck this turn. Replace it with a **refresh** deck card.
9. **+1 Discard:** Discard a card immediately .
10. Apply card effects **in the written order**. You can only get and use Action, Buy or Reload during your turn.
11. While being played, cards are not in your hand or discard.
12. You can only Discard cards from your hand. Arrange your discard pile face up to allow for examination at a glance.
13. Unless specified, revealed cards return to their original place **immediately**. Revealing cards never empties a deck.
14. If a deck/discard/hand is too small for an effect, it applies to any nonzero amount. You cannot own fewer than 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 case of a tie, the one with the most Treasures wins, followed by the one who ended the game.

Information and update: <https://bit.ly/dk-h>