

# DAGGERS



# HOW TO MAKE YOUR OWN DAGGERS DECKS

1. Download this PDF and take it to a print shop or print it yourself. Print all page after this one (3-14). Make sure to print front and back.

2. For best results print onto 80-pound or higher cardstock. You can also put the cards into card sleeves. Black and white will work, but color is better!

3. Cut out the cards using a paper cutter or scissors. Some print shops will do this for you.



## **RULES**

Daggers is a two player dueling game of wits and deception. Players take turns playing cards from a finite and dwindling hand. They attempt to out score their opponent in two out of three rounds of play.

### **CARDS & DECKS**

Each player begins by taking one of the two decks and shuffling its cards. The decks are identical and contain twenty-one cards. Fourteen cards are simply numbered cards. They are worth their number in points. The seven named cards are Arcana cards. They are worth one point but provide powerful effects. Their unique powers can be seen on the other side of this card.

After shuffling, each player draws a hand of ten cards from the top of their deck. As it is considered disadvantageous to play first, the more experienced player, or the player who has won the previous game, takes the first turn.

### **TURNS & ROUNDS**

On a player's turn they may play one card from their hand or pass. After they have played a card or passed, it is their opponent's turn. Cards are played face up in front of them so as to be visible to both players. Once a player chooses to pass, they can play no more cards for the round. They must then simply pass each turn until the round ends.

After both players have passed, the round is over. The player with the most points in play wins the round. The first player to win two rounds wins the game. If their points are tied, both players win the round. Should the players tie both rounds, the game is a draw.

If a round ends and the game is not over, a new round begins. Each player places the cards from play into their respective graveyards. The graveyard is a public discard pile behind each deck. Cards in the graveyard are not in play.

At the start of a new round, each player draws one card. The winner of the previous round takes the first turn. If the round was tied, the player who did not play first now plays first.

## **THE ARCANA**

### **THE KING**

Play this card face down.

It is worth zero points until the end of the round.

It is then turned face up.

It is then worth six points.

### **THE BEGGAR**

Play this card face down.

It is worth zero points until the end of the round.

It is then turned face up.

It is then worth one point.

There are two beggars in each deck.

### **THE FOOL**

When played, return another card in play to its owner's hand.

### **THE HANGED MAN**

When played, return a card from your graveyard to your hand.

### **THE THIEF**

When played, draw two cards and your opponent draws one.

### **THE SORCERESS**

When played, you must name a number.

Place all cards worth the named number of points in their respective graveyards.













### **The Fool**

When played, return another card in play to its owner's hand.

### **The Fanged Man**

When played, return a card from your graveyard to your hand.

### **The Thief**

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When played, you must name a number.

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**The King**  
Play this card face down.  
It is worth zero points until the end of the round.  
It is then turned face up.  
It is then worth six points.

**The Beggar**  
Play this card face down.  
It is worth zero points until the end of the round.  
It is then turned face up.  
It is then worth one point.  
There are two beggars in each deck.



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