# DEER LORD!





DEER LORD! IS A PARTY CARD GAME WITH DUELS AND BIZARRE THINGS FOR YOU TO DO WITHOUT BEING EXPOSED BY THE OTHER PLAYERS... BUT MAKE SURE THEY NOTICE YOU OR IT WON'T COUNT!

WITH THIS DIY VERSION, YOU ONLY NEED TO CUT THE CARDS AND (OPTIONALLY) PUT THEM IN PROTECTIVE SLEEVES (AVAILABLE IN MOST BOARD GAME SHOPS).

VISIT US AT WWW.DEER-LORD.COM AND SUBSCRIBE IF YOU WANT TO RECEIVE ALL 6 EXPANSION: MEAN, FLIRTY, GEEK, BROADWAY, ASYLUM AND GANGSTA



CHEAT SHEETS	40 CARDS	DECK IN
BLANK CARDS	CARDS	DECK INCLUDES

 $\langle 4 \rangle \rightarrow \langle 8 \rangle$  PLAYERS

SUITABLE FOR ALL AGES

YOU CAN ORDER THE OFFICIAL VERSION OF DEER LORD 0 N KICKSTARTER, LAUNCH DATE **NOVEMBER 1**ST 2015

MORE INFO, RULES AND FREE PRINT & PLAY VERSION AT: WWW.DEERLORD.BE AND LIKE US AT FACEBOOK.COM/DEER.LORD.THE.GAME



## ER LORD



#### **RULES** --

their hand, wins the game. Be sneaky, act crazy, manipulate the group and get creative if you want to win! Challenge other players to DUELS and DO THINGS to get rid of your cards. The first player with no more cards in

We recommend playing DEER LORD! with 4 to 8 players. (9+ is possible but results in longer rounds)

### GAMEPLAY --

turns clockwise. a Duel. If nobody has a Duel card in their hand, reshuffle the deck and start over. After the first Duel, players take Each player draws 5 cards (7 for a lengthier game). The game starts as soon as any player challenges another player to

## **DURING YOUR TURN YOU MAY:**

- challenge 1 player to 1 Duel
- confess whatever it is you 'did' as jokers (face-up on the table) (no limits) and keep those cards
  - skip your turn if you have no Duels and nothing to confess



X

#### THE CARDS



#### **DUELS**

the table) Duel and gets to keep the card as joker (face-up on keep the Duel card. The group decides who wins the opponent refuses to battle, the challenger gets to plays the Duel card chooses an opponent. If that DUELS are fought between 2 players. The one who

## **DO SOMETHING**

carry out during the other players' turns. Afterwards, it' well enough, discard that card and draw a new one decides you did not really 'do the thing', or did not 'do that card as joker (face-up on the table). If the group you 'did'. If the group agrees you actually 'did it', keep during your own turn, you may reveal whatever it was DO SOMETHING cards are instructions you have to

# IF YOU SUSPECT A PLAYER IS 'DOING SOMETHING', YELL 'DEER LORD!'

- If you were INCORRECT, you have to draw a card from the deck or remove one of your jokers from the table.
- If you were CORRECT, as a reward, you get to swap any card from your hand with one from the deck. The player who was 'doing something' discards that card and draws a new one.

THE GROUP DECIDES IN ANY CASE OF DOUBT

whether or not a player 'did something' (well enough)

**IMPORTANT** 

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 $\forall$ 

- who the winner is in a Duel
- how the game proceeds
  - what the penalty is for cheating
- which rules need tweaking



















































































































































