



# Introduction

## Back Story:

An inventor tested a model teleporter by beaming a deck of cards across the lab. But when the deck materialized it had somehow merged with a different deck from lab in a parallel dimension!

At first it seemed the cards were ruined because they were all mismatched. But further experiments showed that each card was cosmically linked to one in the alternate universe. Now you can play games that cross the boundaries of time and space!

Dark Hand lets you explore the multiverse with a variety of different card games. You are not destined to play the hand you were dealt- now you can play the Dark Hand!

## The Deck:

The Dark Hand deck is 52 cards, each with a “Light side” and a “Dark side”. Arrange your cards with the light side up to see your “Light hand”, turn your cards over to see your “Dark hand”.

All four Aces are merged with another Ace with a different suit. Otherwise the ranks and suits are always mismatched.

“Shades” are the difference between Light and Dark. When you switch between playing your Light hand and Dark hand you are “Switching Shades”

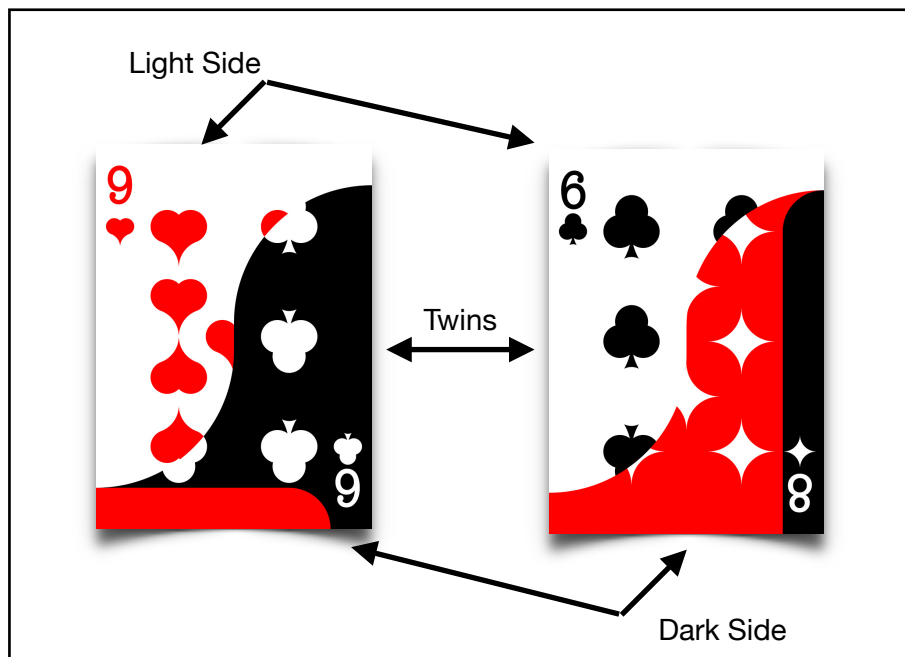
There are 2 Jokers, one Light and one Dark, to help show when to play your Light or Dark hand. These are used differently depending on the game. Basically you change the Jokers on display any time you Switch Shades.

“Twins” are cards with the same rank and suit but different Shades. The illustration shows the 6 of Clubs Twins. Beware!: Sometimes when Twins meet they can cancel each other out!

## Don't be Afraid of the Dark!

The light and dark sides both have all the same 52 cards, just in a different order. The Dark side looks different so you can tell them apart but that does not mean that they come from a universe of dark forces and evil twins!

Instead you can think of the Dark and Light sides like Yin and Yang, or Chocolate and Vanilla. The fun of the Dark Hand deck is learning when to play your Light or Dark hand to help you win the game!





# Getting started

## Light or Dark?

There's lots of different ways to have fun playing with the Dark Hand deck. You are even invited to make up new games of your own! Here are some basic ways to play using the Light and Dark sides:

### "I play Light, You play Dark"

These two player games have one player who only plays with the light cards and the other player uses the dark. Put a Joker face up in front of each player to help you keep track.

### "Everybody plays Light, then Everyone plays Dark"

These games start with everyone playing the same shade (light or dark), then they all switch at the same time. Keep the light Joker face up while everyone plays the light cards, then switch to the Dark Joker when it's time to change.

To decide which shade to start with, draw one card at random. Use the shade with the highest rank. If you draw an Ace you can choose the shade or just draw a new card.

### "I call Dark Hand"

After the deal or during the game you can say "Dark Hand" or "Light Hand" and then take the matching Joker. This means you plan to win using one shade and not the other. If you succeed you earn bonus points but if you fail you take a penalty.

### "Best of Both Worlds"

Mix and Match your light and dark cards for the best hand. Be careful though, two identical cards from parallel universes could cancel each other out!

### "Play Two Hands and Once!"

Try to assemble the best Light Hand and Dark Hand using both sides of the same cards!

## All the Games!

Visit [JankenDeck.com/Dark](http://JankenDeck.com/Dark) to find all of the official game rules for the Dark Hand deck.

Keep the Dark Joker face up when you play the Dark Hand, then switch to the Light Joker when it's time to play your Light Hand.

