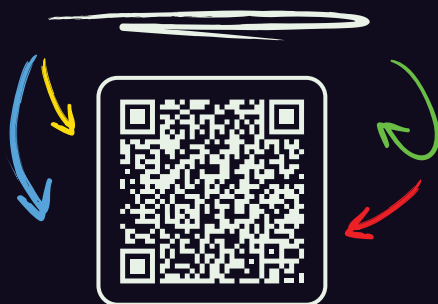




THE RULES

ORIGINAL CUT

HATE READING?
SCAN HERE!



WATCH OUR INSTRUCTIONAL VIDEO
AND LEARN HOW TO PLAY.

@NINEKNIVESGAME



VISIT [NINEKNIVESGAME.COM](https://www.nineknivesgame.com)
AND EXPLORE THE WORLD OF KNIVES.

HOW TO PLAY

1

SHUFFLE THE FULL 90 CARD DECK



2



For the first round, **the youngest player** in the game is the dealer, and decides which direction the game will be played in **AND** who goes first.

3

Each player gets **2 cards** from the shuffled deck to start with. If a **Play Now card** is given, place it at the bottom of the deck. The dealer will deal you a card until you have **2 Action cards** in your hand. Once all players have **2 Action cards** the game begins. On your turn, you are allowed **ONLY 1 MOVE**, SO CHOOSE WISELY.

YOU CAN EITHER...



DRAW 1 CARD
FROM THE DECK

OR



PLAY AN ACTION CARD
FROM YOUR HAND

To win the game you must be the last person holding cards at the end of the game.
IF YOU HAVE **0 CARDS**, YOU ARE OUT OF THE GAME.

CARD RULES

THEIR ARE **2** TYPES OF CARDS.



ACTION CARDS

Action Cards are cards that you are allowed to keep in your hand if drawn, and play from your hand on your turn.

AND

PLAY NOW CARDS

Play Now cards are cards with various commands that must be carried out once drawn from the deck.



Play Now Cards **CAN NEVER BE IN YOUR HAND.**

If you draw a **Play Now card**, you must reveal the card to everyone, read the command the card gives, and do as it instructs.

YOU GET THE POINT... NOW LET'S PLAY!

BUT VIEW THE **FULL CARD GUIDE INSIDE** FIRST, SO EVERYTHING IS CUT AND DRY.
IT SHOULD ANSWER ANY CARD SPECIFIC QUESTIONS.

THE ULTIMATE **NINE KNIVES** CARD GUIDE



THE **KNIFE** CARDS

Choose 1 player. Pick a card from their hand and discard it. Return this card to your hand. If the card picked is another Knife card, discard both cards.

The **KNIFE CARD** allows you to choose any player in the game and discard 1 card from their hand. The best part about the Knife card is that you get to keep it in your hand to be used again... **UNLESS** the card you pick is another Knife card. **KNIVES CANCEL OUT KNIVES**. If you pick another Knife card in the act of using your Knife card, **BOTH** Knife cards must be discarded.

YOU CANNOT LOOK AT THE CHOSEN PLAYER'S HAND before choosing a card.

YOU CANNOT KEEP THE CARD YOU TAKE FROM THEIR HAND.

THE CARD YOU PICKED GOES TO THE DISCARD PILE.

The player you chose **IS ALLOWED TO SHUFFLE THEIR HAND BEFORE YOU PICK A CARD.**

SURVIVING A **BLOODY KNIFE** ATTACK

KNIFE CARDS CAN DEFEND YOU FROM A BLOODY KNIFE ATTACK. If a **Bloody Knife** card is played against you, you can defend yourself by discarding a **Knife card** from your hand to stay in the game. However many knives you have, is how many times you can defend yourself.

In the event you pick the Bloody Knife card in the act of using your Knife card, THE PLAYER HOLDING THE BLOOD KNIFE CARD IS ELIMINATED FROM THE GAME.

In the event your last card is a Knife card and you undergo a Bloody Knife attack, BOTH YOU AND THE PLAYER ATTACKING YOU ARE ELIMINATED FROM THE GAME.

THE **BLOODY KNIFE** CARD

Choose any player in the game and eliminate that player from the game. Return this card to your hand.



The **BLOODY KNIFE CARD** allows you to **select any player and eliminate that player from the game**. Players eliminated from the game must place their remaining hand into the discard pile once they are eliminated.

ATTACKING WITH A **BLOODY KNIFE**

In the event the player you choose has one card remaining and it is revealed to be a Knife card, YOU AND THE PLAYER YOU CHOSE ARE OUT OF THE GAME. Place your remaining hand into the discard pile, with the **Bloody Knife card** on top.



THE **SUSPECT** CARDS

Choose 1 player. Call out whether the player has a Knife card or Bloody Knife card in their hand. If the correct card is called, add it to your hand. Discard this card.

The **SUSPECT CARD** allows you to target a player that you think has a **Knife** or **Bloody Knife** card in their hand. You **MUST** call out which card you think the player has in their hand (**either a Knife or Bloody Knife card**). If the player has the card you called out, they must give that card to you. The Suspect card is discarded after it is played.



ACTION CARDS

These are cards that you are **ALLOWED TO KEEP IN YOUR HAND** if drawn, and play from your hand on your turn.



DETECTIVE

Choose 1 player. The chosen player must show their hand to you. Discard this card.



SPLIT PERSONALITY

Choose 1 player. You and the chosen player must swap hands. Discard this card.



FLASHLIGHT

The next player must draw and reveal the card drawn. Discard this card.



BACKGROUND CHECK

Draw 1 card from the top of the discard pile. If a **Play Now** card is on top of the discard pile, do not draw. Discard this card.



RETRACE

The direction of the game is reversed. Discard this card.

↳ In a 1 v 1 circumstance, the other player is skipped and it is your turn again.



DIRTY THIEF

Take 1 card from the previous player and add it to your hand. Discard this card.

↳ The **DIRTY THIEF CARD** allows you to pick a card from the player who just took their turn, regardless of seating arrangements.

↳ In a 1 v 1 circumstance, pick a card from the other player's hand.



PLAY NOW CARDS

These are cards that **CANNOT BE HELD IN A PLAYERS HAND** and must be played when they are drawn.



RISKY BUSINESS

Draw again. Discard this card.



DEEP SIX

Discard 1 card from your hand. Discard this card.



FORCED HAND

The next player must draw 1 card from the deck. Discard this card.



BYPASS

Skip the next player. Discard this card.



KLEPTOMANIAC

Take 1 card from the next player's hand and add it to your hand. Discard this card.



REWIND

It is the previous player's turn again. Discard this card.

↳ The **REWIND CARD** forces the player who just took their turn to take another turn. Once that player finishes their turn, the game continues starting from your turn.

↳ In a 1 v 1 circumstance, you are skipped and it is the other player's turn again.

