

# Seanchaí

## Foundation Game Rules

There are three game variants in addition to the Foundation game in Seanchaí. The variants can be played by themselves or in conjunction with any or all other variants:

**Scéalta:** Add stories - collect the three cards to the story and receive bonus points

**Dark Powers:** Follow the Advanced game rules on the card

**Shamrocks:** Use to gain extra turns

**Object of the Game:** Capture cards to have the most points after four rounds.

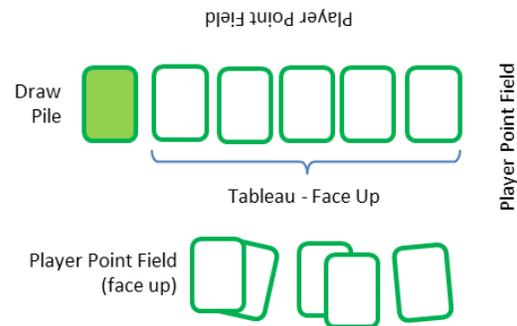
**Deck Layout:** There are seven regular suits, two specialty suits, and two individual wild cards.

- Regular suits have six cards each and are: Legends, Treasures, Religion, Landscapes, Stonework, Warfare, and Roles
- Special Suits: Shamrocks (8 cards), Dark (5 cards)

**Players:** 2 – 13 cards; 3 – 11 cards; 4 – 9 cards; 5 – 7 cards. If playing in teams (4 players) teammates sit opposite from each other, use only one point-field and combine points (see team play rules on our website).

**Basic Game:** Shuffle and deal, then flip five cards face up to form the Tableau. Players check their hand for any Shamrocks and place face up in their point field. Replace Shamrocks by drawing from the draw pile. Play starts to the left of the dealer and continues clockwise.

### Table Layout



Each turn, a player makes ONE action:

1 - Using one card from their hand capture a same suit face up card in the Tableau (except Dark or Shamrocks) and place the pair in their point field.

OR

2 - Flip a card over from the draw pile and place it face up so all can see the new card. Player can use the new card to capture a same suited card from their hand or a same suited card from the Tableau. If there are no same suited cards then the new card remains face up in the Tableau.

If a Shamrock is flipped, move to the point field and flip another card. If a Dark card is flipped, use immediately against an opponent for -10 points.

Turn ends by discarding a card. A regular suit card discards face up and adds to the Tableau. A dark card is discarded by using against another player.

The first player to have no cards left in their hand receives five points and the hand is over. Points left in players hands count against them.

**Winning:** After four hands, the player/team with the most points wins.

**The Dark Suit in the Foundation Game:** Ignore the red instructions on the card.

**Wild Cards:** The two wild cards (Faery and Leprechaun) can capture any regular suited card.