

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.

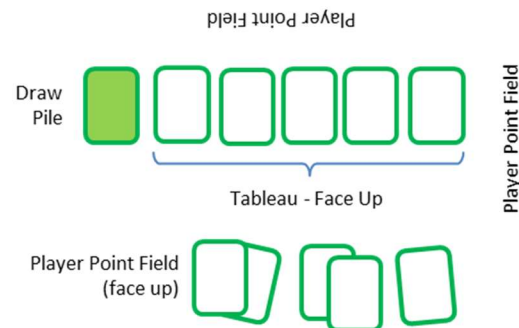
Deck Layout: There are seven regular suits, two specialty suits, and two individual wild cards.

- 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.

Scéalta Variation

Scéal - pro. "shcale" = story
Scéalta – pro. "shcale-ta" = stories

A player receives an additional 40 points if ALL three cards having the same symbol in the upper left of the card are collected in a player's point field at the end of a hand.



There are nine possible Scéalta all consisting of three cards each.

Cards are captured in the same way as the Foundation game: by suit.

Extra points for a scéal can only be counted if the cards have been captured and in the point field. Cards in a hand cannot be counted.

The stories behind the cards can be found on our website:

www.CelticLifeandHeritage.org

Shamrock Variation

Dealt Shamrocks are held in the hand and used at players discretion.

How to Use:

Instead of discarding at the end of a player's turn, a player can choose to pull a Shamrock from their hand, place in their point field, and flip a card from the draw pile. Basic game rules apply to the newly flipped card.

Multiple Shamrocks may be played in a single turn.

Turn ends by discarding a card as in the basic game.

Dark Powers Variation

Each dark card has a special ability coupled with -10 points. If the special ability cannot be used it simply deals -10 to the player. Abilities and counters only effect the current hand.

Definitions

User: Player that discards/uses the dark card and plays against their opponent.

Receiver: The player the dark card is played against.

Symbols:

Humans have a symbol in the upper right of their cards either male or female.



Púka – User of the Púka chooses a human card from receiver’s point field to be returned to the receiver’s hand.

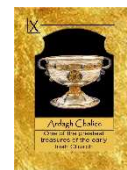
Counter: If the receiver has the Faery card in their hand and plays immediately, the Púka card is removed from play and The Faery card remains in the receiver’s point field.



played from the receiver’s hand. Dearg Dur is removed from play and the stone card becomes a part of the receiver’s point field. A stone card cannot later be used to remove Dearg Dur.

Dullahan – removes a human card from receiver’s point field for that hand. User of the Dullahan chooses which human.

Counter: One of two gold metal cards can counter the attack if played immediately from the receiver’s hand (Chalice, Brooch). The Dullahan is removed from play the gold metal card becomes a part of the receiver’s point field. A gold metal card cannot later be used to remove the Dullahan.

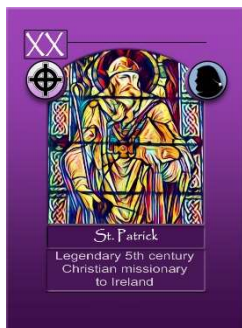


Banshee – removes a human card from receiver’s point field for that hand. User of the Banshee chooses which human.

There is no counter card.

Caorthánnach – Receiving player loses their next turn.

Counter: If the receiver plays St. Patrick immediately, Caorthánnach is removed from play and St. Patrick becomes a part of the receiver’s point field. St Patrick cannot be used later to remove Caorthánnach.



Changeling – Switches places with a human card in play. The Changeling stays in the receiver’s point field. The switched human is played face up in the user’s point field. No pair is needed.

Counter: If the receiver has The Faery card in their hand and plays immediately, the Faery not only stops the action but allows the receiver to take control of the Changeling and use its special ability. The Changeling must be played right away if countered by the Faery.



Dearg Dur – Removes a human male card from the receiver’s point field. Choice made by the user of Dearg Dur.

Counter: Any stone suit card can counter the attack if immediately

