

Seanchai

Object of the Game: Pair and collect cards to have the most points after four hands.

There are three game variants in addition to the basic game.

Scéalta: Acquire the three cards of a scéal (story) for 40 points.

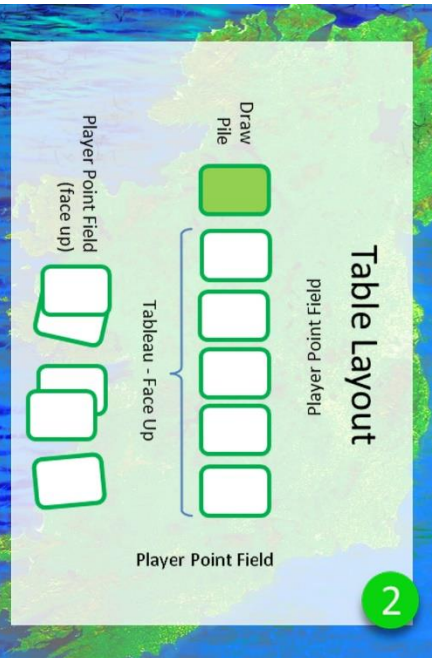
Dark Powers: Follow the Advanced game rules on the card.

Shamrocks: Use to gain extra turns.

Initial Deal:

# Players	2	3	4
Starting Cards	13	11	9

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Basic Game

Shuffle, deal, and flip five cards face up to form the Tableau. Players check their hands for any Shamrocks and place face up in their point field. Replace Shamrocks from the draw pile. Play starts left of the dealer and continues clockwise.

Each turn, a player chooses ONE action:

- 1) Pair **one** card from their hand with the 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 so all players can see.

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Player chooses to pair a flipped card with one card same suit from their hand, pair a face up card (same suit) from the Tableau, or leave it as part of the Tableau.

If a Shamrock is flipped, move to the point field and flip another card.

If a Dark card is flipped use right away against another player 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 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.

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The Dark Suit in the Basic Game:

Ignore the red instructions on the card for the basic game.

Wild Cards

There are two wild cards in the deck: the Faery and the Leprechaun. They can be paired with any regular suit card and moved to the point field.

FAQ's:

Can I pair cards within my hand?

No, matches can only be made by pairing with a card on the tableau or a newly flipped card.

Can I pair more than one card of the same suit with a card on the tableau?

No, only two cards total can form a pair and only one card from a hand.

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FAQ's

Can I pair Dark cards or Shamrocks?

Dark cards are discards against other players and are not part of pairs. Shamrocks are single cards only and do not create pairs.

What if a Dark card or Shamrock is part of the opening Tableau?

Instead of pairing from their hand or flipping a card, a player can choose to use a Dark card or take a Shamrock as their action. Discard to end turn.

Do I have to match cards if I can?

No, a player can flip a card instead.

For video instructions and more info:
CelticLifeandHeritage.org/Seanchai.html

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Scéal Variant

There are nine possible Scéalta consisting of three cards each. Cards a part of a scéal have their scéal symbol in the upper left of the card.

At the end of each round, players with all three cards of a scéal in their point field receive an additional 40 points.

FAQ:

What if I have cards of a scéal within my hand?

Only cards in the point field are counted.

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

Shamrock Variant

Dealt Shamrocks can be held in the hand and used at players discretion rather than having to place in the point field right away.

How to Use:

After the action in a 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 can be played in a single turn.

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

Dark Powers Variant:

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.

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

Receiver: The player the dark card is played against.

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.



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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 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.



Caorthánach– Receiving player loses their next turn.

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



2

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.



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.

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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 WITH THE Au symbol can counter the attack if played immediately from the receiver's hand. 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.



Symbols / Counter Cards

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



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Turn Phases

- 1) Pair one card from hand with one matching card on Tableau OR
- 2) Flip a card from the pile face up on top of pile. Match with either a card from your hand or a card on the Tableau. If nothing matches move to Tableau.

- 2) 1) Discard regular suited card face up on Tableau OR
- 2) Discard dark card against an opponent OR (if playing Shamrock version) 3) place Shamrock from hand to point field and flip a card from the pile. Follow Flip card option above, then go to Phase 2.

Turn ends with discard.

List of Scéalta

Collect all three of a scéal (story) and add 40 points

List of Scéalta

Deck Layout - backgrounds

7 regular suits (6 cards each)

Legends	Religion	Treasure	
Landscape	Roles	Warfare	Stone

Special Suits Wild Cards

Dark (6)	Shamrock (8)	Faery (1-2)	Leprechaun (1)

Dark Counter Cards

	Any Stone background Card	
		No Counter Card