

## Seanchaí

### Rules for Children 5+

There are variations of the children's' rules to account for different levels of play. After the basic pairing rules, add in variations as you see fit.

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#### Basic Pairing Rules

The basic pairing game simply pairs up like-suited cards with each other (the backgrounds must match). There are no point values, the only score is the number of pairs created.

**Object of the Game:** Have the most total pairs after four rounds (or however many rounds determined).

**Set up:** Each player receives between 5-7 cards face down so only they can see them (based on how many cards the child can hold).

Place remaining cards face down in the center of the playing field and turn one card face up.

Play starts to the left of the dealer and continues clockwise.

**Play:** Each turn, a player makes ONE action:  
1 - Using one card from their hand capture a same suit face up card in the Tableau 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.

can see and placing near the other face up cards in the center of the play area. There may be multiple cards available to match/pair with during the game. (Pairs in a hand cannot be used.)

The first player to have no cards left in their hand ends the round. Each player receives one point for every pair they have laid down.

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

### Removing cards

We recommend removing the dark suit completely, depending on the age of the child and their ability to handle the images in a healthy way.

### Adding Levels of Play

Once the basic play has been mastered and your child is ready to add additional complexity, the following variations may be added (in any order):

- The dark suited cards cannot be paired up with each other but can be discarded by the draw pile.
- The faery and Leprechaun cards are wild and can pair up with any card except the dark cards. They cannot be paired with each other.
- Instead of counting pairs as points, use the point value printed on the cards. Whoever goes out first receives an additional five points.
- Cards left in hand when an opponent goes out are counted against.

Ready for more? Play the basic game of Seanchaí.