

the Leprechaun Games Rules

OBJECT

To be the leprechaun with the most shamrocks when the Pot o' Gold is revealed wins.

CONTENTS

6 rules cards

6 character cards: Shannon, Myrna, Daig, Grace, Rowan, Maeve

132 Shamrock Cards

17 Challenge Cards

1 Pot o' Gold Card

SET up

1: Separate the green Shamrock cards and the gold Challenge cards into separate Decks. Separate out the Pot O' Gold card and shuffle each deck. Divide the Challenge deck into three equal stacks and then slide the Pot O' Gold card into your choice of the second or third Challenge stack. Shuffle the Challenge

deck again and then place the Challenge deck face down on the table near the Dealer.

2: Deal out four Shamrock cards to each Leprechaun and place the rest of the deck face down in the center of the table so all the Leprechauns may get to it when needed.

3: Let the games begin!

rules

Play will pass clockwise around the table.

Each Leprechaun will keep a separate pile of won or captured cards as their stash. As the game goes on the stashes will grow and dwindle per the rules on the cards.

All Shamrock cards will have a shamrock in the top left corner with a number in it. The number is how many shamrocks that card is worth. The values are used in determining the outcome of the various challenges.

All illustrated Shamrock cards will have their game effects and rules. All rules and effects on the Shamrock card in play must be followed unless modified or counteracted by another Shamrock card legally played in the same round. Legal cards that can counteract include:

Mirror Trap, Innocent Rabbit, Luck o' the Irish, and Don't Mind if I Do!.

Each turn will begin with a Challenge card being turned over. The Leprechauns will follow the varying rules on each card to take part in the challenge. The victor will be determined by the total value of the cards used as per the Challenge card in play. All Challenge cards will become property of the victor of the challenge and be placed in the victor's shamrock stash.

After the challenge is finished, all Leprechauns will draw cards from the Shamrock deck until they have four cards in their hand. They may then choose and play a card to the table. Many cards require a target. All Leprechauns are

legal targets. When an illustrated Shamrock card is played, all affected Leprchauns will follow the rules on the card unless they have a legal card that they wish to play that modifies or counteracts the card in question. If at any time there are not enough cards in a Leprchaun's hand to fulfill the requirements of the card in play, they may draw cards from the Shamrock deck until the requirements are met. Any cards played against other Leprechauns that do not specifically state that they should be stashed will be placed in the discard pile. Remember: The victor of a challenge round will always get the Challenge card to add to their stash.

If a player prefers to lay down a plain Shamrock card during their turn in the mishchief round they may do so. The card does not have any effect on the table when played in this manner. It represents the number of Shamrocks the Leprechaun has found during their turn. This card will go directly into the Leprchaun's stash.

When a Leprechaun finishes their turn they will discard any cards that were not added to their stash and may immediately draw from the Shamrock deck until they have four Shamrock cards in their hand.

After all turns are finished, the Challenge deck will pass to the next player and a new round will begin by turning over the next challenge card.

If the Shamrock deck runs out, the Leprechauns should shuffle the discard pile and re-use it as the Shamrock deck.

TIES

If at any time a challenge round ends with a tie, the Leprechauns involves will participate in a toss off. To do so, each Leprechaun will lay down one card on the table face down. When the cards have been placed, the participants will then flip their cards over. The Leprechaun that played the highest value card will then be the

winner of the Challenge.

ENDING THE GAME

Play will continue in this fashion until the Pot o' Gold is revealed and ends the game unless a Fool's Gold card is played.

Should a Fool's Gold card be played when the Pot o' Gold is revealed, the Pot o' Gold should be shuffled into the remaining challenge deck.

When the Pot o' Gold is played and there is no Fool's Gold card played on it the game is ended. All the Leprechauns will add up the Shamrocks they have collected. Shamrock cards that are in a Leprechaun's hand are to be discarded as they did not make into the Leprchaun's stash.

The Leprechaun with the most Shamrocks in their stash wins!