

Skallywaggs

Scarborough Harbour Rules



Swag or Plunder:

When playing Swag & Plunder, the player may choose to take three (3) cards from the shipyard or three (3) cards from the commons, which are replaced from the shipyard.

Once, Twice, Three Times a Lady:

The "draw one extra card" ability listed on the Waitress's head and body cards are good for a single card when the given card is played into a crew from either the player's hand or from the commons. The ability does not provide an extra card each turn. In addition, the Waitress's feet also give one extra card according to the same rules.

Don't Get Caught: If a player is caught with more than ten (10) cards in his hand after he has "knocked" (passed his turn), then the player who caught him picks (without looking) which card(s) get discarded.

Setting Sail at the Crack of Dawn:

After announcing that he is setting sail, a player wins if, and only if, he has the required crew at the beginning of his next turn.

Every Card for Himself:

The immunity to Skallywaggs special ability does not convey that effect to the rest of the pirate. It is effective for that card and that card alone.