

Scandaroon Rules of Play

Overview

Scandaroon is an engaging and quizzical game for 3 or 4 players played over 4 rounds. Players are dealt a hand of cards each round with which they will compete to create their own high scoring row, while seeking to minimise their opponent's scores. Players are awarded victory points for specific achievements during the game, such as getting the highest score in a single round or winning a "no trumps" round - and victory points may change as the game develops.

Scandaroon has a scoreboard, a set of wooden markers for each player and a pack of special cards, each of which has a scoring value, a suit, and an effect or ability that will modify the scoring values of other cards.

Components

Player pieces in four colours (blue, green, red, yellow):

4 Victory Point Markers (cubes) 

Current Score Marker (disk) 

Pass Marker and Score Pile Marker (pawns) 

Action Piece (cylinder) 

Current Trump Marker (large white cube)

Highest Score Marker (white disk)

25 Extra Point Markers (small white cubes)

Game Board

Deck of 51 cards

4 Trump Suit cards

4 Play Aids

Setting up the game

Set up the playing area as illustrated on page 8.

Each player takes the player pieces of their chosen colour.

Shuffle the four Trump cards, reveal the top one and put it face-up on top of the others, which should be kept face-down. The top card shows the Trump suit for the start of the first round.

Put the Current Trump Marker on the appropriate square on the Current Trump Track.

Choose a starting player randomly. This player shuffles the play deck and deals 5 cards face down to each player. Players can look at their cards in hand, but should keep them hidden from other players. Place the rest of the cards next to the board to form a Draw Deck, leaving space next to it for a discard pile.

Playing the game

The starting player takes the first turn.

During the game each player will choose cards from his or her hand and place them onto the table to make a single row of face-up cards. These cards are that player's scoring cards for the round.

The player taking his or her turn is called the active player. The active player may do one, and only one, of the following in his or her turn:

1. Put a card into play; or
2. Use the ability of one card in his or her scoring row; or
3. Play his or her Action Piece; or
4. Pass

These activities are explained in detail below.

When a player has finished the turn, move the score markers on the Score Track to indicate any changed scores for that round. If players forget to move the score markers, re-calculate the affected players' scores and adjust the score markers.

1 Put a card into play

The active player chooses any card from his or her hand and puts it into play face-up. Most cards are placed into the active player's scoring row, though some can be placed into an opponent's scoring row.

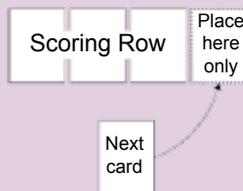
The first card played into a scoring row must be placed on the left side of the playing area, allowing space for further cards to be placed in a row to the right of the first card. If a card is to be added to a scoring row, it must be placed to the right of the card furthest to the right in the scoring row. There is no limit to the length of a player's row of cards in play.

Some cards have their face value printed in red and have a red border; these are end-of-row cards. If the right-most card in a row is an end-of-row card, no-one can play more

In Scandaroon you don't collect tricks, you don't automatically pick up cards when you play them, nor do you refresh your hand at the end of your turn. Normally you will only receive more cards at the end of a whole round of play.

The scores of more than one player may change when a card is played.

Example 1: putting cards into play



cards into that scoring row.

The active player can place a card with a “play anywhere” symbol ✨ into any player’s scoring row; it must still be placed to the right of the card furthest to the right in the row.

Cards with effects

Some cards have permanent effects that apply all the time that they are in play, for example $\leftarrow +2$, $\leftarrow +1 \rightarrow$. When one of these cards is put into play, place Extra Point Markers on any affected cards. Card effects and abilities are listed on the Play Aid.

Cards with two suits

Cards printed with two suits count as having both suits.

2 Use the ability of a card in play

The active player uses the ability of one card in his or her scoring row. This may result in a card or cards being discarded, boosted, swapped, manipulated or drawn (see the Play Aid for a description of card abilities).

Cards with abilities

Cards with abilities have a curved arrow  at the foot of the card. This symbol indicates that, when the ability is used, the active player must remove the card with the ability from his or her scoring row and place it in the discard pile. Card effects and abilities are listed on the Play Aid.

3 Play the Action Piece

Each player has a single Action Piece that can be used **once per game** by its owner; the Action Piece can only be used by the owning player and cannot be given, traded or transferred to another player. Using the Action Piece counts as the player’s turn.

When the active player wishes to use the Action Piece, he or she chooses a card in hand or in their own scoring row to discard and places the chosen card into the discard pile. The effect of the Action Piece depends on the suit of the discarded card, as follows:

Example 2:

End-of-row card



Face Value “0” cards

The value of this card depends on the number of cards in play with its suit. Whenever another card of this suit enters or leaves play, remember to adjust the Extra Point Markers and score track.

All cards **with abilities** have these symbols:



followed by icons showing the details of the ability.

The Action Piece has a powerful, one-shot effect; use yours wisely!



Add 4 to the active player's score pile. The active player places the Action Piece on the score pile to show it has been used.



Replace cards in hand. The active player chooses up to 3 cards from his or her hand, places them in the discard pile and draws the same number of cards from the Draw Deck. Put the Action Piece back in the game box to show it has been used.



Protect a card in play. The active player chooses a card in any scoring row and places the Action Piece on it. This card can no longer be affected by abilities, nor discarded in order to use its own ability (if any). Its value **can** be changed by effects or doubled if it is a trump. At the end of the round, put the Action Piece back in the game box to show it has been used.



Steal a card in play. The active player chooses an unprotected card in any scoring row with a face value equal to or less than the discarded card and takes it into his or her hand. Put the Action Piece back in the game box to show it has been used.



Play **any one** of the four Action Piece effects.

There is only one card in the pack with no suit!

4 Pass

The player places the Pass Marker on the final card in his or her scoring row.

A player who has passed cannot play cards, use abilities or use an Action Piece later in the same round.

The cards in the scoring row of a player who has passed cannot be affected by the abilities of any cards in play nor by Action Pieces not yet played. They **can** be affected by cards with effects and by changes to the current trump suit.

Current trump suit

Some cards have the ability to change the current trump suit, so it will not necessarily match the trump suit at the start of the round. Use the Current Trump Track to show the current trump suit.

End of a round

When all players have passed, the round ends. Players do the following:

- Check their scores.
- Put cards in their score piles.
- Adjust VP markers.

Check scores

Each player checks their score by adding up the values of all the cards in their scoring row.

A card's value may be modified by other cards in play.

The 'face value' of a card is its unmodified score as printed at the top of the card.

The 'current value' of a card is its face value modified by the effects of all other cards in play. Use the Extra Point Markers to show these effects.

The 'final value' of a card is its current value, doubled if it matches the current trump suit.

Example 3: scoring values



Face value: 3
Current Value: 5
Final value, if it matches the trump suit: 10
Final value, if it doesn't match the trump suit: 5

Put cards in score piles

The player with the highest score in the round puts the highest face value card from their scoring row into their score pile. If there are two or more players tied for highest score, all tied players do this.

Unless there was a tie for highest score in the round, the player with the second highest score in the round puts the lowest face value card from their scoring row into their score pile.

Lowest face value card could be 0!

Put the players' Score Pile Markers on top of their score piles to show that they are different from cards in play; it's best to keep the score piles separated from the scoring rows (see Playing Area diagram).

Adjust VP markers

There is a Position Track to record the award of VPs at the end of each round, a VP box to record the award of VPs for winning No Trump rounds and two additional VP boxes to help keep track of potential awards at the end of the game.

Position Track VPs

Award the following VPs to the players and change their VP markers on the Position Track accordingly at the end of each round:

3 VPs for 1st

2 VPs for 2nd

1 VPs for 3rd

0 VPs for 4th



If two or more players are tied, then the tied players earn the specified VPs, but the next rank(s) are skipped. For example, if two players tie for 1st, they both get 3 VPs each and the next player down is 3rd and will earn 1 VP.

These VPs are earned during the game and cannot be lost.

Number of rounds

The game has 4 rounds, so one of the suits or No Trumps will not be played.

Score Pile VPs

Look at the Score Piles and add up the face values of the cards for each one. The player who has the highest total puts one of his or her VP markers on the “3” space on the Score Pile VP space; the player with the second highest total puts one of his or her VP markers on the “1” space on the Score Pile VP box. Remove VP markers from the Score Pile box of players who no longer have the highest or second highest totals in their Score Pile.



At the end of the game the winner of the Score Pile box is awarded 3 VPs, the player who came second is awarded 1 VP. These VPs are scored at the end of the game, so the VP marker in the Score Pile box shows the current leader.

If two or more players have equal highest, all tied players get 3 VPs and no-one else gets any; if there is a tie for second, all those tied players get 1 VP.

No Trump VPs

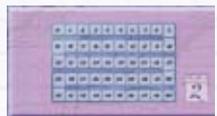
If the round started or ended with No Trumps, then the winner of the round places a VP marker in the No Trumps VP box. More than one player can earn the 2 VPs for winning a No Trumps round, but a single player cannot gain these points more than once.



These VPs are earned during the game and cannot be lost.

Highest Score VPs

If the winner of the round scored equal to or greater than the score of all previous winners of a round, then move the white Highest Score Marker to the winner's position on the score track and place the winner's VP marker in the Highest Score VP box. Remove the previous winner's VP marker from the box, if the new winner's total was greater than the previous winner's.



At the end of the game the winner of the Highest Score in a round is awarded 2 VPs. These VPs are scored at the end of the game, so the VP marker in the Highest Score box shows the current leader.

If two or more players have equal highest, all tied players get 2 VPs.

Start the next round

Unless four rounds have been played, start the next round.

- Select a new starting player.
- Shuffle the cards (round 3) and deal new cards.
- Select a new trump suit.
- Start player's turn.

Hand size

Hand size is made up to 5 (or 6 for the player who lost the round), so you don't always deal 5 new cards to each player.

Select a new starting player

The player to the left of the player who won the previous round is the new starting player. If more than one player won the round, then the player to the left of the previous starting player is the new starting player.

Shuffle the cards

Put the remaining cards in play into the discard pile and retain any cards in hand.

At the start of Round 3 only, the starting player makes a new Draw Deck by gathering up the Draw Deck and discard pile and shuffling the cards. At the start of Rounds 2 and 4, the starting player takes the previous Draw Deck (only) and deals new cards without shuffling.

Deal new cards

The starting player deals new cards, so that each player's hand **is made up** to 5 cards. The player who came last in the previous round is dealt an extra card, so will start the new round with 6 cards in hand.

Select a new trump suit

If the previous round's trump suit card was the Turban, the next round will be No Trumps. Turn over the Turban trump suit card to indicate this and put the Current Trump Marker into the No Trumps box on the Current Trump Track.

If the previous round's trump suit card was not the Turban, put the old trump suit card on the bottom of the Trump pile and turn up the next card to show the trump suit for the next round.

Start player's turn

The new starting player takes the first turn in the new round.

End of game

At the end of the fourth round, count up each player's VPs. The player with most VPs wins. If there is a tie for most VPs, then the winner is the tied player with the higher position on the Position Track; if it's still a tie, the winner is the tied player with the highest value score pile; if it's still a tie, the tied players have drawn the game.

