

# Grandpa Beck's Skull King - LEGENDARY EXPANSION

Grandpa Beck's Game of Scheming and Skulking®

2 - 6 players, ages 8+, 30 minute play time.

*Welcome mates, this is yer Captain, Grandpa Beck. Afore ye approach these uncharted waters, turn back and learn the rules of the original game. Once ye have a grasp of the basic play, return here to learn the additional rules of the most cunning pirate game that thar be, Skull King: Legendary Expansion.*

## Overview

Skull King: Legendary Expansion introduces several new and rousing elements to an already strategic game. Think of these added rules as a menu of options for you to choose from. You can adopt all of the new rules, or just one or two. You're the captain of this adventure!

## Expansion Cards

All of the new cards in the expansion are special cards. As such, they don't follow the rules governing numbered cards and can be played on any turn, even when you have a card from the suit in play in your hand.

**Mermaids (2):** The two Mermaids, Sirena and Alyra, are the only beings crafty enough to capture the Skull King.

A Mermaid beats all numbered cards, including the Jolly Roger suit, but loses to all Pirates, except the Skull King. A Mermaid played in the same trick as the Skull King **always wins** the trick, even if another Pirate is played.

A bonus of **50 points** is awarded to the player who captures the Skull King with a Mermaid, but only if you get your bid correct for the round.

***Captain's Log:** If two Mermaids are played in the same trick, the first one wins. If a Mermaid is the first card played in a trick, there is no suit to follow (just like when a Pirate card leads out).*

**Loot cards (2):** Loot cards are a unique type of Escape card. The person who plays a loot card enters into an alliance with the player who captures it. If **both** get their bid correct, they are each awarded 20 bonus points. If a loot card is the first card played, the next card sets suit.

**Kraken (1):** When the mighty and ferocious Kraken is played, the current trick is destroyed entirely. No one wins the trick and the cards are set aside. The next trick is led by the player who would have won the trick had the Kraken not been played.

***Captain's Log:** If the Kraken leads out, suit is set by the next card played. If it is played after the suit is set, subsequent players must still play a card that follows suit.*

**Replacement Cards (3):** The replacement cards can be employed in a variety of ways. You can use them to replace lost or damaged cards, to create additional copies of your favorite cards, or to make your

own custom cards for house rules. You can even make your own Pirate card!

## Advanced Abilities for Pirate Cards

In Skull King: Legendary Expansion all the Pirates, not just the Tigress and the Skull King, have their own unique ability. To unlock a Pirate's ability, you must play, and win a trick with it. The ability is then used immediately following the conclusion of the trick.

***Captain's Log:** Abilities do not carry over from one round to the next. Capturing another player's Pirate does not earn you their ability. Only Harry and the Rascal's abilities may be used in the final trick of a round.*

**Rosie D' Laney:** A galley chef whose temper is as hot as her stew, Rosie is feared by all. Her power allows you to choose any player to lead out the next trick, including yourself.

**Bahij the Bandit:** A smuggler from the far east, Bahij is always looking for a good trade. Bahij's ability lets you draw 2 cards and then discard any 2 cards (which may include those just drawn) face down beside the deck.

**Rascal of Roatan:** The Rascal is a notorious gambler (with suspiciously good luck). His power permits you to wager 10 or 20 points, if you'd like. Get your bid right and you'll win that amount as bonus points. However, if you're wrong you'll lose that many points instead.

**Juanita Jade:** A renowned fortune teller, Juanita can see the future. After capturing a trick with Juanita you may look through all the cards that were not dealt that round. No sharing what you see and don't take too long!

**Harry the Giant:** A giant feared by all for his size and strength, no one complains when Harry cheats (which really annoys the Rascal). Harry's ability allows you to change your bid by +1 or -1, if you so choose.

## Adjustable Rounds

In Skull King: Legendary Expansion you are free to modify how many cards are dealt per round and the number of rounds played in a game.

You can also choose to just play with the standard 10 rounds. Like all the new rules in the Legendary Expansion, it's your call.

Here are a few suggestions, but you can make up your own too!

**Even Keeled:** Two rounds each of 2, 4, 6, 8, and 10 cards per hand.

**Skip to the Brawl:** One round each of 6, 7, 8, 9, and 10 cards per hand.

**Swift-n-Salty Skirmish:** Five rounds, 5 cards per hand.

**Broadside Barrage:** Ten rounds, 10 cards per hand.

**Whirlpool:** Two rounds each of 9, 7, 5, 3, and 1.

**Past Yer Bedtime:** One round, 1 card per hand, plus a goodnight hug.

After you decide how many cards you'll deal each round, record them in the ovals on the left side of the score sheet under the round numbers (on the score sheet).

## Odd Encounters in the Deep

Sometimes when you set out on a journey at sea you come across situations you don't know how to handle. If you were to read the rules carefully, you'd find the way to handle each of these situations, but we'll save you some time and address each one here.

**Winning a trick with the Loot Card:** If you were to lead out a trick with a Loot card and all subsequent competitors played an Escape, you would win the trick. No alliance is formed, but if you get your bid right you'll still earn a 20-point bonus.

**Leading with Kraken followed by all Escape Cards:** Just like the situation above, if you lead out with a Kraken, and the rest of the players lay down Escape cards, you would be the person who would have won the trick had it not been destroyed. As such, you will lead out the next trick.

**Winning the last trick of a round with Juanita, Rosie, or Bahij:** Pirate abilities don't carry from one round to the next. If you win the last trick of a round with Juanita, Rosie, or Bahij, tough biscuits, your power is worthless. Pro tip: avoid waiting until the last trick to play these three Pirates if you want to take advantage of their ability.

*As ye can see, that be loads of new schemes to explore and conquer in the broadened world of Skull King: Legendary Expansion.*

*Mind that ye don't fall in love with a Mermaid, always be on the lookout for the fearsome Kraken, and remember, never agree to play a game o' chance with Harryor that cheatin' Rascal!*

*What are ye waitin' fer? It's time to get Kraken!*

*-Grandpa Beck (A.K.A. Skull Kig)*

Still have questions? Please let us know! Email [Grandpa@GrandpaBecksGames.com](mailto:Grandpa@GrandpaBecksGames.com).

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