

Choose a random first dealer.  
Play ⑩ rounds.

## Round

Dealer shuffles and deals cards out among all players. With 4 or 6 there will be cards left over, which go face up in the centre of the table.

Each player: choose which side of the plank to use, and place your pirate pawns in its spaces.

Player to left of dealer starts the first trick by playing one card, and each other player in turn

follows with one card (close to themselves so that it's clear who played what).

You must follow the lead colour if you can. Otherwise you may play any card in hand

Cards in the centre of the table also count as part of this (and every) trick.

If any card is the only one of its colour, add it to the group in the centre.

From among all the other cards, whoever played the one(s) with highest value moves their pirate

of that colour up on the plank one space; whoever played the lowest moves their pirate down. If the pirate goes off either end, they are lost for the remainder of the round.

If there is an 8 in the trick and a pirate of that colour is moving forward, it moves two spaces.

Similarly a 5 forces a move back two spaces.

The single 13 and 0 cards take on the lead colour, and are always the highest/lowest card. (If a 13 or 0 is the lead card, the second card defines the trick colour.)

All cards that didn't go to the centre are discarded.  
Repeat until all cards have been played. Score points equal to the space values of all your pirates still on the plank.

Rotate dealer one place for the next round.

colour.  
Each player takes one plank card and one pirate pawn of each

from the game. (Don't play ②-②)  
Setup  
remove the 1 and 12 cards

Goal  
Have the most points at the end of the game

<https://tekeli.li/rogers-rules/>  
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# Skull Queen