



Rulebook

Introduction

Skulls & Serpents is a deck-builder where you and your friends play as Admirals over a Waterpark brawl.

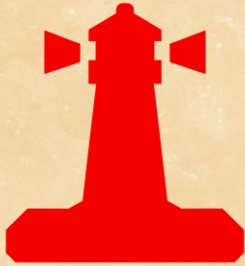
Pillage, Plunder, and
Loot your rivals with
Ships, Crew, and
Sea Monsters.



Sink them, **Rob** them,
and **Collect** the most
Gold to prove your
dominion over
the Waterpark!



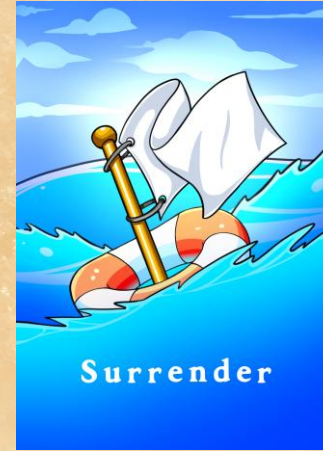
What's in the box ?



Lighthouse Meeple



227 Cards



4 White Flag Cards



QR Code Card



Deck



This is your Fleet, waiting to make a splash. Keep face down and Draw cards from the top.



Hand

The cards you Draw and hold in your hand, ready to play against your rivals.

Discard



Where used cards rest until your Deck runs dry. Shuffle them to get your Fleet sailing again.

Deck-Building

Your Deck is your Fleet, armed with Ships, Crew, and Sea Monsters ready for the brawl.
As you play, you can buy new cards from the Market and add them to your Fleet.

Your cards sail through:
Deck → Hand → Play → Discard → Shuffle → Repeat

When your Deck runs out, shuffle your Discard Pile to make a new Deck and get back to Plundering.



Turn a card facedown in your Bay.
Sunken cards lose their Power and abilities.

Market



Your personal stretch of the Waterpark where your Fleet battles, buys cards, and collects loot.

Bay



Your personal stretch of the Waterpark where your Fleet battles, buys cards, and collects loot.

Play

Use a card from your Hand and activate its ability.
Place in Discard after use.



Card Navigation

Card Types



Treasure



Small Ship



Unit



Medium Ship



Relic



Large Ship

Card Name

Sunk Cost

Layout Type

Power



Card Type

Description

Card Cost

Layout



Fleet Power



Market Cost



Sea Monsters



Harbor



Tavern



Island



Ocean



Treasure

Sunk

Give this Treasure from the Market to the player that sunk this Card



Take this card as your Treasure





How to Start

1. Choose and create your starting Deck
2. Set up your Market
3. Shuffle your starting Deck and place it face down in your Bay
4. Draw until you have 5 cards in your Hand
5. The player who most recently visited a Waterpark gets the Lighthouse and goes first each phase of this round. After each round, the Lighthouse moves clockwise

Standard



Easy



Hard



Market Set-up



Sea Monsters vs Crewmates



Sea Monsters

Unleash a Sea Monster at any time during to interrupt an action and launch an extra attack. Play it, choose a rival, and activate its ability. If they do not React, only the Sea Monster's Power counts; if they React, both Admirals bring their entire Fleets into Combat.



Pillage



Plunder



Loot



Crewmates

Crewmates are Tavern Units ready to board any Ship, no matter its size. Play one during **Pillage** or as a card during **Plunder**, then attach it to a Ship in your Bay. If that Ship Sinks, every Crewmate aboard Sinks with it.



How to Play

1. Pillage



Draw until you have five cards in your Hand.
If your Deck runs dry, shuffle your Discard Pile to create a new Deck and keep drawing.
Starting with the Lighthouse holder, play Ships, Units, and Relics into your Bay.
Build your Fleet and activate any abilities.



3. Loot



Each Ship in your Bay, including Sunken Ships, may purchase one top card from any Market pile. Place enough Treasure to pay the Cost onto that Ship, then place the purchased card on top of the spent Treasure. After buying from the Island or Harbor Market, place the top card of its Deck into any empty spots.



2. Plunder

Choose a rival to attack or pass, if you've lost your nerve. You may play one card from your Hand, then your rival gets one Reaction. You may take turns playing Reactions or activating Sea Monster abilities until someone yields. Total the Power of both Fleets, the Admiral with the highest number wins. If there is a tie, the attacker wins. The victor chooses to either Rob the loser's Hand or Raid their Bay.





How to Win



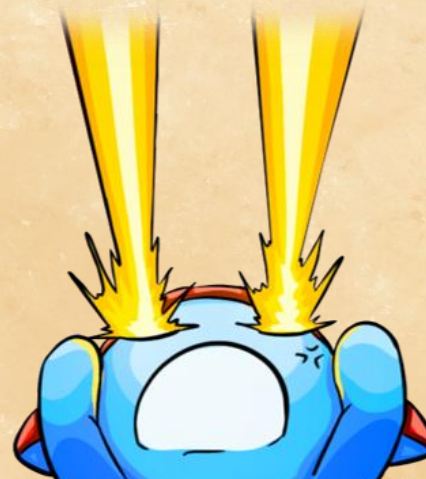
The brawl ends when the last Abyssal Shiny is taken or the Ocean Market can no longer be fully stocked.

Add up the Worth of every Treasure card in your Hand, Deck, and Discard Pile. The Admiral with the most Treasure conquers the Waterpark.

If there's a tie, total the printed Sunk Cost on each tied Admiral's non-Treasure cards.

If you're still tied, nobody wins.

The Waterpark claims dominion over you all !





Bonus - Fizzy Rules



Whenever one of your cards Sinks, take a sip. One card, one sip.

Choose something bubbly, fizzy, or fizz-free.

Sink responsibly, Admirals, the Waterpark needs you afloat !

