

Players' leaflets for Haggis

Don't print this - the leaflet starts on next page

At one time **Haggis** was available boxed, with its own set of card designs. Sadly, it seems to have been dropped.

But it's easy to play with any ordinary deck of cards - as explained in the leaflet. So far as the 'real thing' is concerned, Macsween seems to be pretty hot haggis ...



From the leaflet, each player gets ...

- a guide to combinations
- structure of play described
- how scoring works



Printing

They're created at A5 size, which is half of A4.

The easiest way to print, using A4 paper, may be to slice it in half first, then use it as A5 sheets.

A4 is longer than **letter** size, but not so wide. I have not tried the leaflets out on letter sized paper.



More little rules leaflets here ►

FunGames4CasualPlayers.com



Fun, popular games available from [FunGames4CasualPlayers](http://FunGames4CasualPlayers.com)

[Palm Island](#)

A very small solo game, based on but seventeen cards - an island game that truly does fit into your palm.

[Jekyll vs Hyde](#)

For two players who enjoy the cut and thrust of a trick taking game, this is of incomparable value

[Merchants of Dunhuang](#)

A (*perhaps the best*) four player game set in a medieval market - inexpensive, but very rich in challenge and versatility.

[Maquis](#)

A solo game in which one must achieve two daring missions as a member of the French Resistance - the Maquis.

[Black Sonata](#)

A solo searcher sets out to track down and unmask Shakespeare's "Dark Lady" as she traverses the streets of London. **Much** deductive thinking!

[Mr. Jack](#)

For two players, this game brings head scratching aplenty, and even the occasional fluttering heart - truly!



Ending the Round

Immediately a player has shed the cards from their hand, the round is over.

The last player to play a combination captures all the cards played to the final trick (unless the last combination played was a **bomb**).

All cards remaining in the opponent's hand (including their unused wild cards) and the **Haggis** will contribute to the scores of the player who went out first.

Scoring

Points are scored for these three things

► 1 - Cards left in loser's hand.

The player who goes out first scores 6 points for each card in opponent's hand ... their wild cards count as part of the hand.

► 2 - Points from cards captured.

Simply count 1 point for each card captured.

The player who went out first **also** scores 8 points for the **Haggis**.

► 3 - Bets made

If the bet was successful, the amount bet is added to the player's score.

If the bet was not successful the bet is added to the score of the player who got out.

Next round

Dealing - dealer is the leader in points. If there is a tie, the winner of the last round deals.

Leading - player with the fewest points. If there is a tie, the non-dealer leads.

The aim of the game - who's the winner?

The **absolute** maximum points per round is 42, plus bets won. In a perfectly matched game, one player might well reach 200 after **about** ten hands.

So?

Well, perfect balance is unlikely, so somebody will get there sooner. The target can be set by you, but perhaps 250 to 300 might be reasonable.

Or try the best of three, with 150 as the target each time.



Haggis for two players

... Devised by Sean Ross

Haggis is a trick taking game, but not in the ordinary 'whist' way.

Haggis is something special, after all. (Macswen's may be extra special).



It uses only 42 cards, and it's easy to use an ordinary card deck.

In **Haggis**, single cards don't determine who wins a **trick**, as happens in most trick taking games.

Rather, a trick is made up of a **series of groups** of cards, played by each player in turn. Each group must be higher ranking than the last one.

There will be several tricks in a round, and several rounds within a game

Each **round** continues until one player has no cards in hand ~ they "go out".

The Deck

The 42-card Haggis deck consists of 36 non-court cards ~ 2 up to 10 in the four suits.

Plus any two Jacks, Queens, and Kings (6 cards). Their suits have no relevance.

Cards rank from low to high.

Object

Within each round

The object is to empty your hand of cards before your opponent, whilst also trying to capture cards during the play.

As well as points from winning cards, points are also earned if you correctly bet that you will be first to shed your cards - to 'go out'.

... and the aim of the game?

To gain points and be first to the target score.



Each round, do these things

Deal

Place a Jack, Queen, and King face-up in front of each player. They can be different suits, since their suits are irrelevant. They're **wild cards** ~ they're 'suit-free'.

Shuffle the deck and deal 14 cards face-down to each player. Their hand is these 14 cards plus the three wild cards, which remain on the table until played.

The remaining eight cards are the **Haggis** - put them aside unseen.

Betting

Before play begins, players evaluate their hands and bet on being first to "go out"

No bet - zero points if they "go out" first ... but they also lose nothing if they don't

Little bet - 15 points if they go out first

Big bet - 30 points if they're first to go out.

Players may make the same bet. Bets may not be retracted or altered.

Play

Non-dealer leads to the first trick by playing an opening **combination**, which may be ...

- ▶ A **set** - that's a group of cards of the same rank. Sets consist of one to seven cards (singles, pairs, three/four of a kind ... plus wild cards).
- ▶ A **sequence or run** - a set of three or more **singles** of consecutive rank in the same suit, or two or more **larger** sets (pairs, triplets, etc).
- ▶ Or a **bomb**

Each may **play** a higher ranking combination, or **pass**.

A player with a higher combination can **choose** to pass.

The next combination must be of the same type (described above), have the same number of cards, and have higher ranking cards.

Bombs are the exception.



A bomb can be played to beat any combination except a higher bomb. After a bomb has been played only a higher ranking bomb can beat it.

Play continues in this manner, until a combination is played and the other player passes.

▶ **Who collects the cards, and the points that come with them?** ◀

If the winning combination was **not** a bomb, the cards are captured by the winner. If won by a bomb, the cards go to the opponent.

The **winner** of the trick leads to the next: no matter whether it was won by a bomb or not.

Wild Cards

The Jacks, Queens and Kings may be used as wild cards in a set or sequence. More than one may be used.

When played in a sequence or run, they become that suit.

They can also be played **naturally** as singles, in a set, or in a sequence. So, a Jack will beat a single 10 and 9-10-Jack will beat 8-9-10.

And 10-10-Jack-Queen can be played as a sequence to beat 9-9-10-10 (the Jack is played as "natural" and Queen is used as "wild").

Two+ honours and **no** non-wild card will always merge into a **bomb**. ▶

Sequences - made up of sets

Two sets of two - in sequence.

Two sets of three.

The nines are all natural, whilst the Jack is wild, working with the tens.

Sets can be over four in natural size - extended with wild cards.

Bombs

Bombs are special combinations. There are six types of bomb.

Four are honours-card combinations. The six are, ranked from lowest to highest

- 3-5-7-9 (in four **different** suits)
- J-Q (Honours cards **do not** have to be of the same suit)
- J-K
- Q-K
- J-Q-K
- 3-5-7-9 (all four in **one** suit).



Why bother with a bomb ?

- it gets cards out of your hand, and you may want to be first to go out - to empty your hand
- it may win, and give you the lead, with control over the pattern of the trick you next play
- if you don't play wild cards as bombs (in a way, giving them away), opponent would score 5 points per card you hold **plus** their points value if they go out before you.

