

Players' leaflets for Haggis

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Printing

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

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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 (*easy scoring system suggested by Sean Ross*)

▶ 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.



It uses 42 cards from an ordinary deck of cards.

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 either **play** a higher ranking combination, or **pass**.

Even if they hold a higher combination, the player can choose to pass.

The next combination played must be of the same type (*set, sequence, or bomb*), 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 - not to the player of the bomb.

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 single 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 being played as "natural" and Queen is used as "wild"*).

▶ ▶ Two or more honours with **no** non-wild card always merge into a **bomb**.

Sequences - made up of sets

As well as sequences (*or runs*) of single cards, there may be sequences of **sets**.

Here, the three nines are all natural, whilst the Jack is wild, working with the two tens to make a **sequence** of three nines and three tens..

▶ Oh - sets can be over four in size - a natural foursome can be extended with wild cards.



Bombs

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

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 6 points per card you hold if they go out before you.