

Haggis (1)

Roger's Rules: Firedrake/BGG
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Variants

② or ③ can play standard Haggis (this booklet); ④ can play with Neeps; ⑤ can play with Tatties (other booklet).

Setup

Choose either a number of rounds to 8, ⑥ (9) or a point goal (250 to 350).

winner of this round; next round's first Lead is player with fewest, break to left of Dealer.

which case they choose an opponent to get it.
Last player to go out scores 5× final player's cards in hand.
Everyone scores 1 point per 3, 5, 7 or 9, 2 per J, 3 per Q, 5 per K.

Anyone who placed a bet and scored at least that many points scores the bet value.
If a bet was not equalled or exceeded, that many points are scored by the first player to go out and any player who did not bet.
Next round's Dealer is player with most points, break to

unless they played a Bomb, in

trick after you have passed.
It is allowed to come back into a
one player goes out. ④
The trick is over when all but

- 3-5-7-9 in mixed suits
- J-Q, J-K, Q-K, J-Q-K
- 3-5-7-9 suited
from low to high:

Bomb combinations may be played in any trick type, and beat all non-bombs. Bomb ranks
face value (11-12-13).
Single where they have their

suits (e.g. blue 6-7 plus red 6-7).
matching Sequence in matching
- a Stair, more than one
- one Single card
A trick is:
played *any cards*.

Any player may place a single bet at any time *before they have*
or pass.
players play a combination of the same type but higher value,
Player to left of dealer (or player with lowest score) Leads the first trick. Subsequent

then deals all remaining cards (14 each).
Dealer shuffles and sets aside ②: 8, ③: 3 cards as the Haggis,
These are part of their hand.
One Jack, Queen and King goes face up in front of each player.

Hand

Build decks: ② 2-10 once in four suits; ③ 2-10 once in five suits.
Give each player 3 bet cards (Haggis / Neeps side).
Random first dealer.

All played cards are taken by the player of the highest combination, *unless* a Bomb was played, in which case the winner chooses another player to get the cards.
Winner leads next trick. If winner is out and 2+ players have cards, winner scores 5× the largest hand size (including court cards) and sits out the hand. If needed, lead passes to left.

When all but one player is out, the round ends. The last player to play cards takes the Haggis,