

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; ③ can play with Tatties (🍷) (other booklet).

Setup

Choose either a number of rounds (6 to 8, ③ 9) or a point goal (250 to 350).

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.

Hand

Dealer shuffles and sets aside ②: 8, ③: 3 cards as the Haggis, then deals all remaining cards (14 each).

One Jack, Queen and King goes face up in front of each player. These are part of their hand.

Player to left of dealer (or player with lowest score) Leads the first trick. Subsequent players play a combination of the same type but higher value, or pass.

Any player may place a single bet at any time *before they have played any cards*.

A trick is:

- one Single card
- a suited Sequence of cards
- a Stair, more than one matching Sequence in matching suits (e.g. blue 6-7 plus red 6-7).

Court cards are wild, except in a Single where they have their face value (11-12-13).

Bomb combinations may be played in any trick type, and beat all non-bombs. Bomb ranks from low to high:

- 3-5-7-9 in mixed suits
- J-Q, J-K, Q-K, J-Q-K
- 3-5-7-9 suited

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

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, unless they played a Bomb, in

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

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