

# Beauharnais

Instruction Book

## Contents

### 1 Manual

- Goods Cards: Dark Blue Back (53 Cards Total)
  - 1-13 in 4 suits, 1 each
  - ※ ♣ 13 replaced w/ "True Love"
  - 1 Letter Card

- Other Cards: (17 Cards Total)
  - 1 Beauharnais Card
  - 1 Recommended Card
  - 2 types of value tables, 5 each
  - Additional rule cards: White back (10 cards total)

- 5 types of score chips

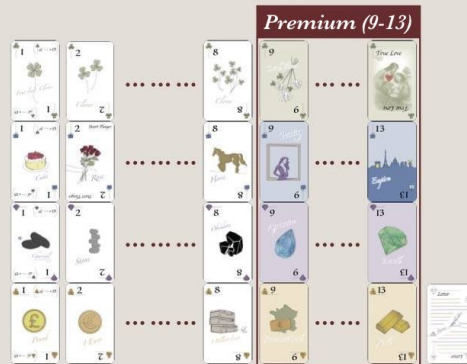
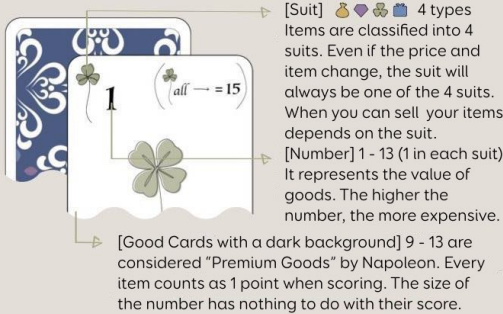
## Suits



"Beauharnais' recommendation is..."

## How to Read the Goods Cards

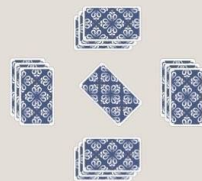
53 cards with different items including money, jewelry, letters, and even love.



## Preparation

### 1 Deal Good Cards

Deal all 53 dark blue cards in equally. When playing with 4 players, 1 card is left over, with 5 players, 3 cards. These are stacked facedown in the center of the field.



### 2 Hand Out Value Cards

2 cards (4 types on both sides) are distributed to each player.



### 3 Reveal Additional Rule Cards

Reveal 1 white card (you don't need to use the first game).



## Choose Beauharnais, Butler, and Noble Daughter

Each player decides in which role they will participate at the soiree

### 1 Select The Beauharnais

The Start Player

Run for Beauharnais...

Want to Become

1. Recommended (Trump Card)
2. Points Bid

Next Player

The Last Player

Beauharnais

- 2 Select The Butler  
Declare Butler's Goods

Don't Want to Become (Pass)



- 3 Swap Surplus Items With Items On Hand

### 1 Select the Beauharnais

Check the goods in hand, the player with 2. is the Start Player. Starting with them and going clockwise, decide whether to run to be Beauharnais. If you do not run: you pass. Once you pass, you cannot decide to run if it come back around. If you do run: Declare the following two things. You can run as many times as you like until everyone decide to pass.

#### 1. Recommended (Trump Card)



Pick 1 ♣ ♦ ♥ ♠ suit to be trump. This determines the value chart to be used in the soiree. Second and subsequent candidates can choose any suit.

#### 2. Points Bid



Declare how many of the 20 Premium Goods you will acquire on the Beauharnais team. Min of 12. Subsequent candidates must declare a higher score than previous.

\*If no one has the starting player card  
Start with any player.

\*If no one ran  
Turn over one of the goods cards that are face down in the center, and the person who has the 10 of that suit will be Beauharnais. In this case, they also specify the trump suit they want. [Points Bid] is 12 points. If the flipped good card is a 10 or the letter, redeal everything.

Once you have decided on a Beauharnais, place the "recommended card" and "score chip" where everyone can see it. (Right Figure)

Also keep a value table handy according to your recommendation. The remaining three value tables will not be used in this game. Place the "Beauharnais" card in front.



### 2 Beauharnais Selects the "Butler"

Beauharnais says, "the player who has (♣ 10. True Love, etc.) is the butler." A player who becomes the butler cannot reveal themselves until the specified item is played (even the Beauharnais should not know who the butler is). Players other than the Beauharnais and Butler will be in the "Noble Daughter Team" as rival daughters.

### 3 Beauharnais Exchanges Surplus Items With Items in Hand

The Beauharnais can freely exchange with the surplus cards in the middle. However, the total number of cards cannot be increased or decreased. Unused items are kept private and removed from the game. \*If an item card was flipped to decide the Beauharnais, they can also be exchanged.

#### Beauharnais' Disturbance [Contingent Rule]

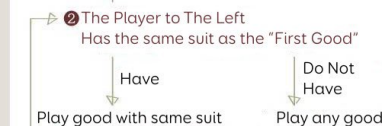
- 2 The game continues even if the item specified for butler selection happens to be among the surplus cards. In this case, everyone is in the enemy team. The Beauharnais does not need to reveal this, aim for a solo victory!

#### Beauharnais Candidate Tips

Recommended: specify a suit that you have a lot of or if you have the 10 of that suit. This increases your chance of winning. Bid: 14 points or less will be easier to accomplish (without additional rules). Butler item: choose an expensive item (True Love, ♡ 11, etc.)

## Soiree Flow

### 1 Start Player Plays The "First Good"



When everyone has played

- 3 Evaluation  
The seller of the most expensive good wins. Becomes the Start Player

1 ~ 3 is treated as one trick, and the trick is repeated until there are no more goods in hand. 13 tricks for 4 players, 10 tricks for 5 players.

#### 15 cards



After finishing all the tricks, please count up the Premium Goods as 1 point per item (Maximum 20 points). However, if one side monopolizes all 20 points, they will automatically lose because it is considered uncouth. Points for the additional rules are also added, and if the score exceeds the declared [Bid], the Beauharnais team wins, and Beauharnais and Napoleon become tied together. If it is less than the [Bid], the noble daughters team wins and Beauharnais loses in love.

## Josephine de Beauharnais [4 - 5]

## Introduction

This game tells the story of the fierce battle between Napoleon's Wife, Beauharnais, and Napoleon.

In 1795, Napoleon, who had made great strides in the French Revolution, was holding an evening party, a soiree, between battles to find a lifelong companion. At the party, noble daughters who wanted to be seen by Napoleon presented various items as proof of love, but struggled to attract his attention. The main character of this game, Beauharnais, participated in this evening party with her butler, planning to win out against these rival aristocratic daughters.

She decided to call out these rival daughters, playing a game to determine the items to be presented in advance. All this in order to collect the items to catch Napoleon's attention. Can Beauharnais grab Napoleon's heart? A fierce battle begins.

This game is a team trick-taking game. It is based on the game "Napoleon" which is played with normal playing cards. The big difference is that Beauharnais rank order is 1,2,3 < < 11, 12, 13 as there are no face cards. For all Napoleon fans, I would like you to keep in mind that jacks are "10" in Beauharnais.



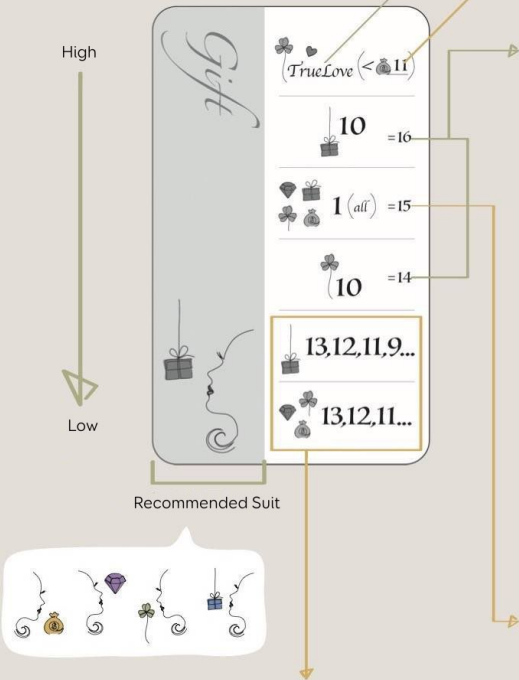


## Evaluation Criteria: How to

### Read the Value Table

Of the four types, the trump suit selected by the lead decides the value of cards. Refer to the table of that suit. The remaining 3 tables are not used in this game.

In the table, the top row is the most expensive, and the lower the row, the lower the value. At the end of each table, are the corresponding items listed in order of strength from the top down.



Suits take precedence over numbers when comparing values.  
Recommended Suit > Same Suit as "First Good" > Other Suits  
When comparing items with the same suit, the item with the higher number is considered more expensive.  
\*If 1 does not activate its effect, it is treated as 1.

Attention! When a good can be played depends on the suit of the card itself. This suit never changes during the game.  
(The synergistic suit/value on the 10 cards is merely convenient notation for judging value. The suit itself on the card does not ever change.)  
No matter the equivalent value of the card, it cannot be put up for sale if it does not follow the lead suit (assuming you can follow).

## Special Items Other Than the Above

**2**  
Rose: Starting player card. The player with this card is the starting player when deciding the "Beauharnais Candidate" and the "First Trick". However, the "First Good" played to the first trick can be any good. The card value is 2 always.

**Letter**  
The only card without a suit.  
You can play this at any time, but it has no inherent value, so you will not win the trick if you play it. Also since it is not a Premium Good, it is also not worth any points.

-Playing this is basically synonymous with a pass

## True Love

**11**

Stock is normally 11, but when played in the same trick as True Love, it beats True Love and becomes the supreme good. In this case, 11 wins against any card.

**10**

10 of every suit is treated as 16 of that suit. In addition, the 4 types of suits have synergistic effects with another suit. It acts as a very high card of the other suit.

Clover & Gift, Money & Jewelry each have [Synergistic Effects] with each other. The 10 has a value of 14 in the other suit.  
ex. 10 is, 14 are equivalent, but the good suit doesn't change. You still must follow when you need to.

If the lead is, the 10 card can only be played if you do not have in hand. Playing card is required.

Case 1 (In Order) 2 10 13 12  
→ 10 wins because it is the same as 16  
Case 2 (In Order) 2 10 13 4  
→ 10 wins because it is the same as 14  
Case 3 (In Order) 2 10 13 1  
→ is played, so 1 cannot activate.  
10 wins because it is the same as 14

**1**

The effect is activated only when all played cards are the same suit. It will be equivalent to 15 of that suit.  
ex. Case 1 (In Order) 4 11 1 12  
all 1 is the same as 15  
Case 2 (In Order) 4 13 1 2  
→ is played so the 1 is not activated, 13 wins

When Exhibited as the First Good  
When played as the first good, you get to specify what suit it is. As with any other card, the other players must follow this lead suit (If they do not have the specified suit, they can choose any good to play). As always, the value of cards is based on the Value Table.

Playing Letter and Declaring as the Suit  
ex. Case 1 (In Order) 3 10 4  
→ 10 wins  
Case 2 (In Order) 3 13 10  
→ 10 wins because it's the same as 14  
Case 3 (In Order) 3 10 1  
→ All so 1 becomes 15 and wins

## Important Point

Regarding Acquired Good Cards

Acquired Good Cards are not included in your hand. Good cards other than Premium Good cards are discarded. Premium goods are stacked in front of you. It is not allowed to look through the discard pile during the game.

About Communication

It is strictly forbidden to communicate your strategies with your team, such as "I want to play this good next trick."

## Rare Cases

Cases Where the 3rd and 4th Row Cards are Played

ex. (In Order) 2 10 1 12  
→ 10 would be worth 14 but since it is also all  
1 would be worth 15 and win.

Cases Where the Suit of the Letter Cannot be Followed

ex. If you play the letter and declare as the suit and no one can follow the suit, the 2nd good played to the trick is considered the lead suit. Comparing values in this case.  
(In Order) 4 13 6  
Although 13 is the highest number, since 4 is considered the "First Good", it wins.

## Good Cards Name List

1	4-Leaf Clover	Cake	Charcoal Diamond	Pound
2	Clover	Rose	Stone	1 Euro
3	Clover	Wine	Rock Salt	10 Euro
4	Clover	Bronze Statue	Limestone	100 Euro
5	Clover	Pendant	Marble	1000 Euro
6	Clover	Shoes	Shell	10000 Euro
7	Clover	Ring	Amber	1 Million Euro
8	Clover	Horse	Obsidian	1 Billion Euro
9	Dried Flower	Painting	Aquamarine	Bonds
10	Clover Crown	Piano	Pearl	Bitcoin
11	Bouquet	Crown	Ruby	Stock
12	Gold Clover	Castle	Sapphire	Insurance
13	True Love	Empire	Emerald	Gold

Cinderella Story: +2 for the team that acquires all four 1s.  
World is Money: +2 for the team with the greater sum of 2M-8M.  
Happy Birthday Beauharnais: +2 for Beauharnais if the Butler acquires the Ring (G7) and Pearl (J10).  
Whisper of the Ruler: +2 for the team that acquires the Crown (G11), Castle (G12), and Empire (G13).  
The Gleamers: +2 for the team that acquires the most 1-8 goods.  
True Love Memory: +2 for the team that acquires the Clover Crown (C10) and Letter.  
Eight Ball: All 8 goods are considered Premium Goods.  
Cheeky Princess: If Beauharnais acquires more Premium Goods than the Butler, the Butler scores for the other team.  
She is my ex: Set aside the good that you will play for the final trick before the first trick is played.  
Time Lost: In the final trick, the acquired Premium Items are not worth any points.

## Beauharnais ~Is Her Love Real?~



Paix Guild

Paix Guild -ピースギルド-  
Planning: Prof.Cheng  
Design: マミ夫人

## Who is the True Beauharnais? [3]

## Introduction

There is no Butler in the 3-player game. Players all dress up as 3 women claiming the name of Beauharnais and participate in the soiree. The person who obtains the most Premium Goods through greed, wins and becomes the true Beauharnais (No Teams Variant).

## Preparation

- Deal the Goods Cards  
Shuffle the 53 Goods well and deal the same number to each player. There will be 2 extra, place them face down in the middle.
- Determining the Trump Suit  
Flip the top card of the 2 extras. This is the "Recommended Suit" for this game. The 2 goods are removed from the game. \*If the flipped card is the letter, flip the other card.
- Preparing the Value Table  
Deal out the corresponding value table to each player. The other value table card is not used.

## Soiree Flow

- ~ Same as the 4-5 player rules. Evaluation Criteria is the same.
- After all the tricks are played, count 1 point for each Premium Good won. The player with the highest score can claim Beauharnais as the most greedy woman.

## Pride of the Noble Daughter [2]

## Introduction

Beauharnais does not exist in the 2-player game. Both players are noble daughters. An ugly battle ensues between nobles. The person who shows the most expensive item will steal the other person's item. What does the winner of the battle get?

## Preparation

- Deal the Good Cards  
First, remove the following 27 goods from the deck. The goods that are removed are kept hidden.  
-Letter  
-5 Premium Goods and 21 other goods (randomly selected)  
Shuffle the remaining 26 goods and deal face down.
- Determining the Trump Suit  
Reveal 1 of the cards from those removed from the deck. This will be "Recommended Suit" this game.  
\*If the good revealed is the letter, reveal another good.

- Preparing the Value Table  
Deal out the corresponding value table to each player. The other value table card is not used.

## Soiree Flow

- At the same time, each player reveals 1 card from their hand.
- The person who played the more expensive item wins the other person's item. Evaluation criteria is the same as 4-5 player rules. This is the end of 1 trick.
- Repeat steps 1 and 2 until there are no more items left in hand.
- After all the tricks, only Premium Goods are scored. The player with the higher score wins and becomes the Senior Aristocrat.