

## Definitions

**Lead Player:** The first player to play a card combination into the Trick.

**Trick:** Each player, in turn order, plays cards from their hand to the center of the table until all but one player passes.

**Round:** Consists of multiple Tricks, until all but one player is out of cards.

**Go Out:** When a player plays all of the cards from their hand.

**Capture:** Collecting all cards from the current trick and placing them in a face down pile next to the player who collected them.

**Suit cards:** Cards that have a number (2, 3, 4, 5, 6, 7, 8, 9, 10) value.

**Court cards:** Cards that have a J, Q, and K value.

**Wild:** A court card that is used to stand in place of a suit card.

**Point Cards:** Cards that have a value for scoring in *Haggis (2-Player)* and *Haggis (3-Player)*. Also used in all versions of Haggis when playing a Bomb. These specific cards are the 3, 5, 7, 9, J, Q, and K.

**Bomb:** A special combination of point cards that can be played, in turn order, regardless of the current combination in play.

**The Haggis:** The remaining cards that are not dealt to the players and set aside for scoring (or for the auction in *Haggis and Tatties*).

**Slam:** Used in *Haggis and Neeps*, this is when both players on one team have gone out before either player on the opposing team.

**Shepherd** Used in *Haggis and Tatties*, the player who bid to be the first to go out.

**Sheep:** Used in *Haggis and Tatties*, the players who will oppose the Shepherd.



**Rulebook  
2.0**

## Components

### 114 Cards

90 Suit Cards

2-10 in five suits, two copies

12 Court Cards (*double-sided*)

4 Jacks

4 Queens

4 Kings

12 Betting Cards

4 Baby Bet

4 Little Bet

4 Big Bet

## Overview

Haggis is played over several rounds until the agreed upon score or number of rounds is reached. In a round, players are aiming to play all of their cards before the other player(s). Additional points may be earned by betting that you will be the first to play all your cards. After the agreed upon score or round is met, the player with the highest score is the winner.

During your reading of this rulebook, you will come across words which are defined on the back page. Defined words will be underlined the first time they appear.

! There are 4 different versions of Haggis that will provide different ways to play.

It is possible to start with any version you'd like. However, you will need to read the rules for Haggis (2-Player), pages 3-8, first. They will describe the common rules and key concepts, like betting, card combinations, passing, etc. that will be used throughout all versions in somehow. After reading those pages, you can jump to the version you would like to play and any changes to the common rules will be explained in the section of that version.

### 14 Player Aid Cards

#### Scoresheet

The scoresheet provided at the end of this rulebook can be used to keep track of scores throughout the game.

#### Rulebook

Haggis (2-Player): pages 3-8

Haggis (3-Player): pages 9-11

Haggis and Tatties: pages 12-15

Haggis and Neeps: pages 16-19

# Haggis (2-Player)

## Setup

- 1) Prepare a deck of 36 suit cards using **one copy of 2-10 in any four suits**. Return all other suit cards back to the box.
- 2) The last player to travel to Scotland becomes the lead player for the first round.
- 3) The lead player places one Jack, Queen, and King in front of each player. These are the court cards and **they are part of your hand**. Extra court cards should be returned back to the box.
- 4) The lead player shuffles the 36 suit cards and sets aside **8 cards, face down**, without looking at them. These cards are known as The Haggis and will be used in scoring later.
- 5) From the remaining 28 suit cards, deal 14 cards face down to each player. Each player will pick up these dealt cards and hold them in their hand. A player's hand consists of these **14 suit cards and the 3 court cards** for a **total hand size of 17**.
- 6) Place one Baby, Little, and Big Bet in front of each player, next to the court cards. These are the betting cards and **they are not part of your hand**. The 'Haggis/Haggis and Neeps' side will be used.
- 7) Players should agree upon the score **or** number of rounds needed to end the game.
  - \* 250 points **or** 6 rounds is suggested for a shorter game
  - \* 350 points **or** 8 rounds is suggested for a longer game

**Important:** This is not an "or whichever comes first" situation. Meaning, if 250 points is agreed upon, the game will not end after playing 6 rounds if no one has reached 250+ points yet. Players must keep playing until someone reaches 250+ points. Or if 6 rounds is agreed upon, players must keep playing even if someone reaches 250+ points before the 6 rounds are over. **This logic applies to all other versions of Haggis as well.**

# Play

## 1) Betting

Each player, at any time before they play any of their cards, may bet that they will be the first to go out. A bet can be for 5 points (*Baby Bet*), 15 points (*Little Bet*), or 30 points (*Big Bet*).

Each player may place one bet per round. A bet may not be retracted or altered once made. Bets between players can be for the same (*Jamie bets Baby, Isla bets Baby*) or different (*Jamie bets Baby, Isla bets Big*) amount.

**Important:** A player cannot make a bet after they have played any of their cards. This means the lead player must decide to bet before they start the first trick. Whereas, the non-lead player could keep passing (explained on page 7) and wait up until the actual moment they want to play their first card to make a bet.

## 2) Combinations (Card ranking: 2<3<4<5<6<7<8<9<10<J<Q<K)

To start a trick, the lead player must play one of the legal card combinations listed below:

### Single

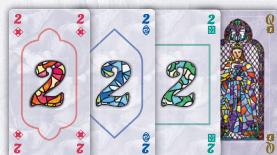
A Single is one card played by itself.

**Example:** Jamie plays a blue 2. Isla plays a green 5. Jamie plays a red 10. Isla plays a Q. Jamie passes. Isla wins the trick.



### Sets

A Set is a group of two or more cards of the same rank.



Various examples that could be used to start a trick

**Example:** Jamie plays a red 4 and green 4. Isla plays a blue 9 and green 9. Jamie plays a blue 10 and yellow 10. Isla passes. Jamie wins the trick.

### Sequences

A Sequence, or "Run", is three or more consecutively ranked Singles that share the same suit.



Various examples that could be used to start a trick

**Example:** Isla plays a red 3, red 4, and red 5. Jamie plays a blue 8, blue 9, and blue 10. Isla passes. Jamie wins the trick.

### Stairs

A Stair is a group of two or more consecutively ranked Sets that share the same suits.



Various examples that could be used to start a trick

**Example:** Jamie plays a red 4, green 4, red 5, and green 5. Isla plays a green 9, yellow 9, green 10, and yellow 10. Jamie passes. Isla wins the trick.

### Court Cards

A court card (Jack, Queen, King) can be played as a Single.

They can also be used as wild cards, to stand in for suit cards you do not have in hand, which can help form card combinations. When using them as wilds, keep these 3 rules in mind:

- \* They can stand in for any lower ranked card(s). Meaning, a Queen can stand in for a 2-10 or Jack, but cannot stand in for a King.

- \* When played as part of a Set, Sequence, or Stair, court cards will match whichever suit or rank is required.

- \* Court cards are only wild when played with at least one suit card, no matter how many court cards are used. However, a combination of multiple court cards, without suit cards, is always a bomb.



**Example:** Isla plays a yellow 2, yellow 3, J as a wild for the yellow 4, and yellow 5. Jamie plays a red 7, red 8, Q as a wild for the red 9, and red 10. Isla passes. Jamie wins the trick.

### Bombs

A bomb is a special combination of point cards that can be played, on your turn, regardless of the current combination in play. Bombs will beat any combination, except a bomb of equal or higher rank. Players may also lead a trick with a bomb.

**Important:** Once a bomb is played, for the rest of the current trick, players must play a higher ranked bomb or pass. Players can no longer play the card combination that was played prior to the bomb.

In total, there are six types of bombs. Ranked from lowest to highest:

- \* 3-5-7-9 (these four ranks in four different suits, no wild cards)
- \* J-Q
- \* J-K
- \* Q-K
- \* J-Q-K
- \* 3-5-7-9 (these four ranks in one suit, no wild cards)

**Example:** Jamie plays a red 2 and green 2. Isla plays a red 3 and blue 3. Jamie plays a red 4 and K as a wild for another 4. Isla plays a red 8 and a blue 8. Jamie plays a blue 3, red 5, green 7, and yellow 9 to bomb the current combination in the trick. Isla can no longer play a two-card Set, but she can play a higher ranked bomb. She plays a Q-K. Jamie passes. Isla wins the trick.

After a combination is led, each player, in clockwise order, chooses one of three options:

#### \* Play a matching, higher-ranking combination

To be matching, the combination must be of the **exact same type** and have the **exact same amount of cards**. If a single is led, only a higher single can be played; If a pair is led, only a high pair can be played; a three-card set can only be beaten by a higher three-card set; and so on.

#### \* Play a bomb

As explained on the previous page.

#### \* Pass

If you cannot play or do not wish to play a higher combination (or a bomb) you must pass.

### 3) Ending the Trick, Capturing Cards, & Going Out

The trick continues, in this manner, with each player choosing one of the three options, until one of the following two situations occur:

#### \* A player chooses to pass

The trick ends immediately. The player who played the highest combination is the winner of the trick. If a non-bomb combination won the trick, the played cards are captured by the winner and placed face down near them for scoring later. However, if a bomb won the trick, the played cards are captured by the opponent instead. The winner of the trick leads the next trick.

**Example:** Isla plays a green 2. Jamie plays a red 3. Isla plays a blue 10. Jamie passes. The trick ends and Isla captures the three cards that were played into the trick. Isla leads the next trick.

#### \* A player goes out

The trick and round will end immediately. Capture cards the same way as explained directly above then proceed to Ending the Round.

**Example:** Jamie plays a red 3. Isla plays her last cards, J-Q bomb, and goes out. Jamie captures the three cards that were played into the trick, but the round ends since Isla has gone out.

### Ending the Round

The player that goes out records the amount of cards left in the opponent's hand, remembering to include court cards. Then, they capture those cards along with the 8 cards in the Haggis.

**Example:** Isla plays a red 8. Jamie plays their last card, a blue 10, and goes out. Isla has two cards left in her hand, which Jamie records for scoring, and captures them along with the Haggis.

## Scoring

**Opponent's Hand** - The first player to go out takes the amount of cards recorded earlier and multiplies it by 5.

**Example:** Using the example from the previous page, Jamie recorded 2 cards, so they would score 10 points.

**Captured Cards** - Both players score their captured point cards.

The 3, 5, 7, and 9 are worth 1 point each, J is 2 points, Q is 3 points, and K is 5 points.

**Bets** - If the bet was successful, the amount of the bet will be added to the player's score. If the bet was unsuccessful, the amount of the bet will be added to the opponent's score.

**Example:** Jamie made a Big Bet (30 points) and Isla made a Little Bet (5 points). Jamie was the first player to go out. They earn 30 points for their successful bet and 5 points for Isla's unsuccessful bet. Isla scores nothing for her unsuccessful bet.

## New Round and Winning the Game

If the agreed upon score or round has not been met, begin a new round, starting from step 3 of Setup, found on page 3.

The player with the lowest overall score will be the lead player for the next round. If tied, the lead player from the previous round will be the lead player again.

If any player has reached the agreed upon score or the number of rounds has been met, the player with the most points wins. If tied, continue playing rounds until there is a winner.

## Scoring Variant

All rules remain the same, except when scoring the Captured Cards.

Players will score 1 point for every card they capture instead of the point values listed on the 3, 5, 7, 9, J, Q, and K.

**2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, and K are all 1 point each**

## Haggis (3-Player)

### Setup

- 1) Prepare a deck of 45 suit cards using **one copy of 2-10 in all five suits**. Return all other suit cards back to the box.
- 2) The last player to travel to Scotland becomes the lead player for the first round.
- 3) The lead player places one Jack, Queen, and King in front of each player. These are the court cards and **they are part of your hand**. Extra court cards should be returned back to the box.
- 4) The lead player shuffles the 45 suit cards and sets aside **3 cards, face down**, without looking at them. These cards are known as **The Haggis** and will be used in scoring later.
- 5) From the remaining 42 suit cards, deal 14 cards face down to each player. Each player will pick up these dealt cards and hold them in their hand. A player's hand consists of these **14 suit cards and the 3 court cards** for a **total hand size of 17**.
- 6) Place one Baby, Little, and Big Bet in front of each player, next to the court cards. These are the betting cards and **they are not part of your hand**. The 'Haggis/Haggis and Neeps' side will be used.
- 7) Players should agree upon the score **or** number of rounds needed to end the game.
  - \* 250 points **or** 6 rounds is suggested for a shorter game
  - \* 350 points **or** 9 rounds is suggested for a longer game

The rest of the rules for *Haggis (3-Player)* are the same as described on pages 4-8, with the following differences:

## Play

**Passing** - If the trick has not ended, players may continue to play cards on their turn even if they have passed previously during the current trick.

**Example:** Noah plays a red 2. Jamie passes. Isla plays a blue 4. Noah plays a green 7. It is Jamie's turn again. They can play since the trick has not ended. Jamie plays a red 9.

**Ending the Trick** - The trick ends when two players pass consecutively.

**Example:** Noah plays a blue 8 and yellow 8. Jamie passes. Isla can still play, so the trick does not end. Isla plays a green 10 and purple 10. Noah passes. Jamie passes. Since two players passed in a row, the trick ends. Isla wins the trick, captures the cards, and leads the next trick.

If a non-bomb won the trick, the played cards are captured by the winner. However, if a bomb won the trick, the played cards are captured by an opponent, **chosen by the winner**.

**Going Out** - When the first player goes out, the trick is immediately paused (but does not necessarily end). That player records the amount of cards held by the opponent with the most cards left in hand. Then, the player to their left continues playing into the trick or leads the next trick, if it does end. After the first player goes out, their turns will be skipped for the rest of the round.

**Example:** Isla plays a red 7 and red 8. Noah plays his last two cards, a blue 8 and blue 9. Noah is the first player to go out. Isla has two cards left in hand. Jamie has nine cards left in hand. Noah records 9, the higher amount, for scoring later. The trick then continues with Jamie who passes. Isla passes. Noah captures the cards in the trick. Jamie will lead the next trick.

When the second player goes out, the trick and round will end immediately. That player wins the trick and will record the amount of cards left in the final player's hand. Capture the cards as explained above. Then, proceed to Ending the Round.

## Ending the Round

The first player to go out will capture the Haggis and any remaining cards left in the final player's hand. Then proceed to Scoring.

**Example:** Jamie plays a blue 9. Isla plays her last card, a red 10 and is the second player to go out. Jamie has five cards left in hand. Isla records 5 for scoring later. The trick ends immediately and the round is now over. Isla captures the cards in the current trick while Noah, the first player to go out, captures the Haggis and the five cards in Jamie's hand.

## Scoring

**Opponent's Hand** - The first and second player to go out take the amount of cards that they recorded earlier and multiply it by 5.

**Captured Cards** - All players score their captured point cards.

*The 3, 5, 7, and 9 are worth 1 point each, J is 2 points, Q is 3 points, and K is 5 points.*

**Bets** - If a bet was successful, the bet amount will be added to the player's score. If a bet was unsuccessful, the bet amount will be added to the score of the player to go out first and any other opponent that did not bet this round.

**Example:** Noah was the first player to go out. Noah made a Big Bet (30 points), Jamie made a Little Bet (15 points), and Isla did not bet. Noah earns 30 points for his successful bet, plus 15 points for Jamie's unsuccessful bet, for a total of 45 points. Isla only scores 15 points for Jamie's unsuccessful bet. Jamie does not score any points from bets.

## New Round and Winning the Game

If the agreed upon score or round has not been met, begin a new round, starting from step 3 of Setup, found on page 9.

The player with the lowest overall score will be the lead player for the next round. If tied, the lead player from the previous round will be the lead player again.

If any player has reached the agreed upon score or the number of rounds has been met, the player with the most points wins. If tied, continue playing rounds until there is a winner.

## Scoring Variant

All rules remain the same, except when scoring the Captured Cards.

Players will score 1 point for every card they capture instead of the point values listed on the 3, 5, 7, 9, J, Q, and K.

**2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, and K are all 1 point each**



A variable partnership version of Haggis for 3 players.

## Setup

- 1) Prepare a deck of 45 suit cards using **one copy of 2-10 in all five suits**. Return all other suit cards back to the box.
- 2) The last player to travel to Scotland becomes the lead player for the first round.
- 3) The lead player places one Jack, Queen, and King in front of each player. These are the court cards and **they are part of your hand**. Extra court cards should be returned back to the box.
- 4) The lead player shuffles the 45 suit cards and sets aside **3 cards, face down**, without looking at them. These cards are known as **The Haggis** and will be used in **betting** later.
- 5) From the remaining 42 suit cards, deal 14 cards face down to each player. Each player will pick up these dealt cards and hold them in their hand. A player's hand consists of these **14 suit cards and the 3 court cards** for a **total hand size of 17**.
- 6) Place one Baby, Little, and Big Bet in front of each player, next to the court cards. These are the betting cards and **they are not part of your hand**. The 'Haggis and Tatties' side will be used.
- 7) Players should agree upon the score **or** number of rounds needed to end the game.
  - \* 250 points **or** 6 rounds is suggested for a shorter game
  - \* 350 points **or** 9 rounds is suggested for a longer game

The rest of the rules for *Haggis and Tatties* are the same as described on pages 4-8, with the following differences:

## Play

### Betting: Shepherd Auction

Before the first trick, players will have an auction to become the **Shepherd**. The Shepherd will be opposed by the other two players, the **Sheep**. **This auction completely replaces the normal betting process as seen in Haggis.**

The betting **begins with the player to the left of the lead player and continues clockwise** until one player bets 45 points and no one matches the bet, one player makes a bet and the other two players pass, or all players have passed.

When it is a player's turn to bet, they must perform one of the following four options:

#### \* Make A Bet

If no bets have been made, a player may bet any one of the bet amounts (15, 30, or 45 points). Once a bet is made, it may not be retracted.

#### \* Make A Higher Bet

If a bet has been made, a player with an equal or higher overall score must make a higher bet than the bet made by a player with an equal or lower overall score.

**Example:** Jamie, Isla, and Noah have the same overall score of 0 at the start of the game. Noah is left of the lead player, Isla, and begins the betting at 15 points. If Jamie wants to bet, they must bet higher than 15 or pass. Jamie decides to pass. Isla has the same options and decides to bet 30 points. Noah passes. Isla is the Shepherd with a bet of 30 points. Noah and Jamie are the Sheep.

#### \* Match The Previous Bet

If a bet has been made, a player with a lower overall score may match the bet made by a player with a higher overall score. They may still make a higher bet if they wish.

**Example:** Jamie has 97 points, Isla has 23 points, and Noah has 13 points. Jamie is left of the lead player, Noah, and begins the betting by passing. Isla is next and bets 30 points. Since Noah has less points than Isla, he can match the bet of 30 or can bet higher. He decides to match and bets 30 points. It goes back to Isla. She must bet higher or pass. She passes. Noah is the Shepherd with a bet of 30 points. Isla and Jamie are the Sheep.

#### \* Pass

A player may pass, instead of betting. If a player passes, they can no longer participate in the betting process.

The last player to bet becomes the Shepherd and will become the new lead player for the first trick after the Card Exchange step (explained below) is completed.

### Two things to keep in mind:

- \* **The Sheep are opponents:** The Sheep are technically working together to stop the Shepherd from going out first, but they are still considered “opponents” for all gameplay purposes. Additionally, being the first Sheep to go out will earn more bet points during Scoring.
- \* **If no players bet, there is no Shepherd:** The Bet section for scoring and the Card Exchange step are skipped and the last player to pass during the ‘Betting: Shepherd Auction’ step will lead the first trick. In other words, the round becomes very similar to Haggis (3-player), except no bets can be made/scored, the Haggis is ignored, and all cards captured are worth 1 point each.

### Card Exchange

**Reminder:** This step is skipped if there is no Shepherd.

The Shepherd will exchange cards with the Haggis based on the points they bet.

- \* If the Shepherd bet 15, they exchange all 3 cards.
- \* If the Shepherd bet 30, they exchange the top 2 cards.
- \* If the Shepherd bet 45, they exchange only the top card.

To exchange cards, first draw the required number of cards from the Haggis and place them in your hand. Then, discard an equal number of cards from your hand back to the Haggis, face down, including any of the cards just drawn.

**Important:** The Jack, Queen, and King cannot be discarded.

**Example:** Noah bet 30 points and is the Shepherd. He draws the top 2 cards from the Haggis, blue 8 and red 10, and places them in his hand. Then, he discards 2 cards from his hand, yellow 2 and green 6, back to the Haggis.

**Important:** The Sheep never exchange or pass cards.

### Ending A Trick

When the trick ends, whoever plays the highest combination wins the trick. They capture all cards, **even if the trick was won with a bomb** - they do not give the cards to an opponent! The winner leads the next trick.

### Going Out

When the first player goes out, the trick is immediately paused (but does not necessarily end). That player records the amount of cards held by the opponent with the most cards left in hand. Then, the player to their left continues playing into the trick or leads the next trick, if it does end. After the first player goes out, their turns will be skipped for the rest of the round.

When the second player goes out, they will record the amount of cards left in the final player's hand at that time. Then, the trick and round will end immediately.

### Ending the Round

The second player to go out captures the cards in the current trick. The first player to go out will capture the Haggis and the cards left in the final player's hand. Then proceed to Scoring.

### Scoring

**Opponent's Hand** - The first and second player to go out take the amount of cards that they recorded earlier and multiply it by 5.

**Captured Cards** - All players score 1 point for **every** card that they captured. **Ignore the different point values on the J, Q, and K cards.** Every card, 2-K, is worth 1 point.

**Bets - Reminder:** If there was no Shepherd this round, this section of scoring is skipped.

If the Shepherd goes out first, they win their bet amount (15, 30, or 45).

If a Sheep goes out first, that player scores 2/3 of the bet amount (10, 20, or 30) and the other Sheep scores 1/3 of the bet amount (5, 10, or 15).

### New Round and Winning the Game

If the agreed upon score or round has not been met, begin a new round, starting from step 3 of Setup, found on page 12.

The player with the lowest overall score will be the lead player for the next round. If tied, the lead player from the previous round will be the lead player again.

If any player has reached the agreed upon score or the number of rounds has been met, the player with the most points wins. If tied, continue playing rounds until there is a winner.



# Haggis and Neeps

A fixed partnership version of Haggis for 4 players.

## Setup

- 1) Prepare a deck of 72 suit cards using **two copies of 2-10 in any four suits**. Return all other suit cards back to the box.
- 2) The last player to travel to Scotland becomes the lead player for the first round.
- 3) The lead player places one Jack, Queen, and King in front of each player. These are the court cards and **they are part of your hand**.
- 4) Select a partner. Your partner will remain fixed (the same) for the entire game. Partners should sit diagonally across from one another at the table, with one opponent on their left and the other opponent on their right.
- 5) The lead player shuffles the 72 suit cards and deals 18 cards face down to each player. Each player will pick up these dealt cards and hold them in their hand. A player's hand consists of these **18 suit cards and the 3 court cards** for a **total hand size of 21**.
- 6) Place one Baby, Little, and Big Bet in front of each player, next to the court cards. These are the betting cards and **they are not part of your hand**. The 'Haggis/Haggis and Neeps' side will be used.
- 7) Players should agree upon the score **or** number of rounds needed to end the game.
  - \* 350 points **or** 4 rounds is suggested for a shorter game
  - \* 550 points **or** 6 rounds is suggested for a longer game

The rest of the rules for *Haggis and Neeps* are the same as described on pages 4-8, with the following differences:

## Play

### Betting

Players, **at any time, from the moment they receive their cards, to the moment before they play any of their cards**, may bet that they will be the first to go out. This includes prior to passing your first or second card. Both teams can make a bet and the bets between teams can be the same or different. A bet can be for 5 points (*Baby Bet*), 15 points (*Little Bet*), or 30 points (*Big Bet*).

When a player makes a bet, they are saying they will be the first player to go out. This means if their partner goes out first, they will not make their team's bet.

Only one player per team can have an active bet.

If your partner has made a Baby Bet or Little Bet, and you have not played any cards, you may, at any time, overwrite your partner's bet by placing a larger bet of your own. You cannot make an equal bet. You will now need to go out first for your team's bet to succeed.

### Card Passing

Before the round begins, players will be passing two cards, one at a time, to their partner.

Players will simultaneously pass one card from their hand to their partner, face-down. **You may not pass court cards**. Once all players have passed a card to their partner, each player will pick up the card passed to them and add it to their hand.

Repeat the above step one more time, so that each player has passed a total of two cards to their partner. When passing the second card, you may pass back the first card that was passed to you from your partner or you may pass any other non-court card.

After all players have passed cards to their partner twice, the round can begin.

**Designer Tip:** A partnership can devise whatever passing convention they wish to help assign meaning to the cards they pass. This does not need to be disclosed to their opponents. The convention must be limited to what can be communicated with the passed face down cards. Some suggestions could be rotating the card in a specific direction, passing low cards if you think you will go out first, passing a 3/5/7/9 if you want your partner to potentially get a bomb, etc. Coming up with your own convention can be part of the fun!

**Publisher Note:** It should also be stated that conventions are not a requirement or rule when passing. So, don't worry too much if you can't come up with one.

**Passing (During A Trick)** - If the trick has not ended, players may continue to play cards on their turn even if they have passed previously during the current trick.

**Ending A Trick** - A trick ends when three players pass consecutively, the third player has gone out, or a Slam (explained below) occurs.

If a non-bomb won the trick, the played cards are captured by the winner. The winner leads the next trick. If the winner has gone out, the player to winner's left leads.

If a bomb won the trick, the played cards are captured by an opponent. It doesn't matter which opponent captures the cards. The winner leads the next trick **or they may give the lead to their partner instead**. This cannot be discussed and cannot be denied if given. If the winner has gone out, they can still give the lead to their partner. If they do not, the player to the winner's left leads.

**Going Out** - When the first player goes out, the trick is immediately paused (but does not necessarily end). That player records the amount of cards left in the hand of the **opponent, not partner**, with the most cards. Then, the player to their left continues playing into the trick. When the second player goes out, the same above process is repeated. When the third player goes out, the same above process is repeated. After a player goes out, their turns will be skipped for the rest of the round.

The trick and round will end immediately after the third player goes out, **unless the first and second player to go out are on the same team, then a Slam occurs! The trick and round will end immediately after the second player goes out instead.**

**Slam** - The second player to go out will record the same amount of cards that their partner (the first player to go out) recorded when they went out. Additionally, the second player to go out will capture the played cards in the current trick, unless a bomb won the trick.

*Example: Team 1: Jamie and Noah, Team 2: Isla and Rory. Rory is the first player to go out. Jamie has nine cards in hand and Noah has fourteen cards. Rory records 14 from Noah's hand. A few tricks later, Isla is the second player to go out. At this point, Jamie has four cards and Noah has three cards. Normally, Isla would record 4, because of Jamie's hand. However, she caused a Slam, so she records the same amount of cards that Rory did, which was 14.*

## Ending the Round

When all players on one team have gone out, the round is immediately over. The first player to go out will capture the cards left in the remaining opponent's hand, if any. However, if a Slam occurred, then they will capture all remaining cards in both opponent's hands.

## Scoring

While players may gain points individually, all points scored will be combined and added to their team's overall score.

**Opponent's Hand/Slam** - Each player takes the amount of cards that they recorded earlier and multiply it by 5.

*Example: Team 1: Jamie and Noah, Team 2: Isla and Rory. Jamie was the first player to go out. Jamie recorded the 12 cards Rory was holding at the time, which is worth 60 points. Isla was the second player to go out (which prevented a Slam!). She recorded the 7 cards Noah was holding at the time, which is worth 35 points. Rory was the third player to go out and he recorded the 4 cards left in Noah's hand, which is worth 20 points.*

If a Slam occurred, the second player to go out should score the same number of points as the first player to go out.

*Using the example from the previous page, Rory recorded 14 cards and Isla also recorded 14 cards. This means they both score 70 points, for a team total of 140 points.*

**Captured Cards** - All players score 1 point for **every** card that they captured. **Ignore the different point values on the J, Q, and K cards. Every card, 2-K, is worth 1 point.**

**Bets** - If a successful bet was made, that player's team scores 2x the bet amount. If it was unsuccessful, the opposing team scores the amount of the bet.

*Example: If Noah made a Big Bet and went out first his team would score 60 points. If any other player were to go out first, his opponents would score 30 points.*

## New Round and Winning the Game

If the agreed upon score or round has not been met, begin a new round, starting from step 3 of Setup, found on page 16.

The new lead player is the player to go out most recently on the team with the least overall points. If neither player went out this round, the player clockwise from the first player to go out is the new lead player.

If there is a tie for overall score, the first player to go out in the previous round decides which team leads. This must be decided before new hands are dealt.

If any team has reached the agreed upon score or the number of rounds has been met, the team with the most points wins. If tied, continue playing rounds until there is a winner.

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**Rulebook 2.0:** Ryan Campbell

A special thanks to all of the playtesters who helped make this and all previous versions of the game possible!

## Haggis/Haggis and Tatties Scoresheet Example

Player Name: *Noah*

8 <sup>①</sup> /x5	12 <sup>②</sup>	Bet Amt? <sup>④</sup> 20 <sup>③</sup> 15	72 <sup>⑤</sup> /72 <sup>⑥</sup> 0
0/x5	23	Bet Amt? 0	23/95

Noah and Isla are playing a 6 round game of Haggis (2-Player)

### Round 1:

- ① Noah was the first player to go out and Isla had eight cards left in hand when that happened. So, Noah records 8 in the “Oppt’s Hand” section. This amount will be multiplied by 5, which is what the “x5” signifies.  $8 \times 5 = 40$  points.
- ② Noah captured 12 card points throughout Round 1, so he records 12 in the “Captured Cards” section.
- ③ Noah made a Little Bet, worth 15 points, so he records 15 in the “Bet Amt?” section.
- ④ Isla also made a Baby Bet 5, worth 5 points. Since Noah was the first to go out, he will earn the 15 points for his successful Little Bet and the 5 points for Isla’s unsuccessful Baby bet, for a total of 20 points. He records 20 in the “Bet Pts” section.
- ⑤ His total Round 1 score is 72 ( $40 \text{ Oppt's Hand} + 12 \text{ Captured Cards} + 20 \text{ Bet} = 72 \text{ Total}$ ). So, Noah records 72 in the “Round 1 Total” section.
- ⑥ Noah’s current Game Total is 72, so he records 72 in the “Game Total” section.

### Round 2:

Isla was first to go out, so Noah records 0 under “Oppt’s Hand”. He records the 23 points he captured under “Captured Cards”. He did not make a bet, so he left that blank. Isla made a Little Bet. She will earn 15 points, but Noah will earn 0, which he records under “Bet Pts”. He records 23 under “Round 2 Total”. He then adds his Round 1 score of 72 to his Round 2 score of 23 to get 95 and records that under “Game Total”.

## Haggis and Neeps Scoresheet Example

Player 1: <i>Isla</i>		Player 2: <i>Rory</i>		Team Name: <i>High Rollas</i>	
10 <sup>①</sup> /x5	11 <sup>②</sup>	61 <sup>③</sup>	4 <sup>④</sup> /x5	19 <sup>⑤</sup>	39 <sup>⑥</sup>
Oppt's Hand P1	Captured Cards P1	Round 2 P1 Total	Oppt's Hand P2	Captured Cards P2	Round 2 P2 Total

Player 1: <i>Jamie</i>		Player 2: <i>Noah</i>		Team Name: <i>Slam Jamma</i>	
3/x5	28/43	0/x5	14/14	Bet Amt? 0	57/57
12/x5	30/90	12/x5	13/73	Bet Amt? 30/60	223/280

Isla and Rory vs Jamie and Noah are playing a 550 point game of Haggis and Neeps

### Round 1:

- ① Isla, Player 1 for her team, the High Rollas, was the first player to go out. Jamie had ten cards left in hand and Noah had six when that happened. So, Isla records 10 in the “Oppt’s Hand P1” section. This amount will be multiplied by 5, which is what the “x5” signifies.  $10 \times 5 = 50$  points.
- ② Isla captured 11 cards throughout Round 1, so she records 11 in the “Captured Cards P1” section.
- ③ Isla’s Round 1 total is 61 ( $50 \text{ Oppt's Hand} + 11 \text{ Captured Cards} = 61 \text{ Total}$ ). So, Isla records 61 in the “Round 1 P1 Total” section.
- ④ Rory, Player 2 for his team, the High Rollas, was the third player to go out. Jamie had four cards left in hand when that happened. So, Rory records 4 in the “Oppt’s Hand P2” section.  $4 \times 5 = 20$  points.
- ⑤ Rory captured 19 cards throughout Round 1, so he records 19 in the “Captured Cards P2” section.
- ⑥ Rory’s Round 1 total is 39 ( $20 \text{ Oppt's Hand} + 19 \text{ Captured Cards} = 39 \text{ Total}$ ). So, Rory records 39 in the “Round 1 P2 Total” section.
- ⑦ Rory originally made a Baby Bet, worth 5 points. However, Isla made a Little Bet, worth 15 points. Isla’s bet overwrites Rory’s bet, since each team can only have one active bet. Rory did not want to overwrite the Little Bet with a Big Bet. So, Isla records 15 in the “Bet Amt?” section.
- ⑧ Since Isla was the first to go out, she will earn 30 points for her successful Little Bet (remember successful bets are worth double in Haggis and Neeps,  $15 \times 2 = 30$ ). Jamie and Noah did not make a bet in Round 1, so no additional points are earned. Isla records 30 in the “Bet Pts” section.
- ⑨ Isla combines the totals from ③, ⑥, and ⑧ to get 130 and records that under “Round 1 Total”.
- ⑩ The High Rollas current Game Total is 130, so Isla records that under “Game Total”.

# Haggis/Haggis and Tatties

\*Be sure to add all points earned from bets  
(successful and unsuccessful bets from yourself and other players)

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(successful and unsuccessful bets from yourself and other players)

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(successful and unsuccessful bets from yourself and other players)

Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 1 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 2 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 3 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 4 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 5 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 6 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 7 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 8 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 9 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 10 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 11 Total	Game Total
Opp'ts Hand	<b>x5</b>	Captured Cards	<b>Bet Amt?</b> _____	Bet Pts* _____	Round 12 Total	Game Total

\*Be sure to add all points earned from bets  
(successful and unsuccessful bets from yourself and other players)

# Haggis/Haggis and Tatties (Larger)

\*Be sure to add all points earned from bets  
(successful and unsuccessful bets from yourself and other players)

# Haggis and Neeps

\*Be sure to add all points earned from bets (successful and unsuccessful bets from yourself and other players)

\*Be sure to add all points earned from bets (successful and unsuccessful bets from yourself and other players)

## Haggis and Neeps (Larger)

Player 1:		Player 2:		Team Name:	
Opp'ts Hand P1	x5	Captured Cards P1	Round 1 P1 Total	Opp'ts Hand P2	x5
Opp'ts Hand P1	x5	Captured Cards P1	Round 2 P1 Total	Captured Cards P2	Round 1 P2 Total
Opp'ts Hand P1	x5	Captured Cards P1	Round 3 P1 Total	Opp'ts Hand P2	x5
Opp'ts Hand P1	x5	Captured Cards P1	Round 4 P1 Total	Captured Cards P2	Round 2 P2 Total
Opp'ts Hand P1	x5	Captured Cards P1	Round 5 P1 Total	Opp'ts Hand P2	x5
Opp'ts Hand P1	x5	Captured Cards P1	Round 6 P1 Total	Captured Cards P2	Round 3 P2 Total
Opp'ts Hand P1	x5	Captured Cards P1	Round 7 P1 Total	Opp'ts Hand P2	x5
Opp'ts Hand P1	x5	Captured Cards P1	Round 8 P1 Total	Captured Cards P2	Round 4 P2 Total
Opp'ts Hand P1	x5	Captured Cards P1	Round 9 P1 Total	Opp'ts Hand P2	x5
Opp'ts Hand P1	x5	Captured Cards P1	Round 10 P1 Total	Captured Cards P2	Round 5 P2 Total
Opp'ts Hand P1	x5	Captured Cards P1	Round 11 P1 Total	Opp'ts Hand P2	x5
Opp'ts Hand P1	x5	Captured Cards P1	Round 12 P1 Total	Captured Cards P2	Round 6 P2 Total
<b>Bet Amt?</b> _____		Bet Pts*		Round 1 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 2 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 3 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 4 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 5 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 6 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 7 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 8 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 9 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 10 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 11 Total / Game Total	
<b>Bet Amt?</b> _____		Bet Pts*		Round 12 Total / Game Total	

\*Be sure to add all points earned from bets (successful and unsuccessful bets from yourself and other players)