

# HARICOTS

3-5 20-30 8+  
players min ages

## Overview

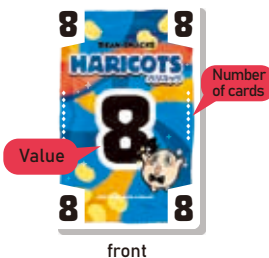
In Haricots, the goal is to play all of the cards in your hand by playing cards with higher value than your opponents.

There are basic rules that are easy to play, and advanced rules that require more tactical planning. With the basic rules, the goal is to play all of your hand before your opponents. With the advanced rules, you need to decide whether to play all of your hand or fold to avoid negative points.

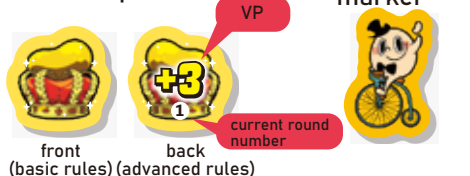
## Components

70 Cards

Value	1/17	2/16	3	4	5	6	7
Number of cards	3	4	1	6	8	10	9
Value	8	9	10	11	12	15	
Number of cards	8	7	6	5	2	1	



6 VP chips



40 negative VP chips for advanced rules

25 for -1 points, 10 for -5 points, 5 for -10 points



## Basic Rules

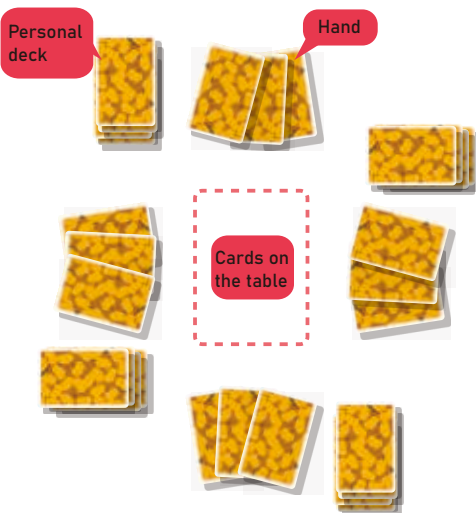
In the basic rules, players continue rounds until someone has **won two** rounds.

## Round Setup

Shuffle all the cards and deal 10 cards to each player to make their hand.

Then deal 4 more cards to each player; these cards are placed face down as **personal decks**, **without looking** at them.

Set the remaining cards aside without looking at them. For the first round, randomly decide who is the first player.



## Round flow

Players take turns in clockwise order, starting with the first player.

## Turn flow

On your turn, either **"play cards"** or **"draw a card and pass"**.

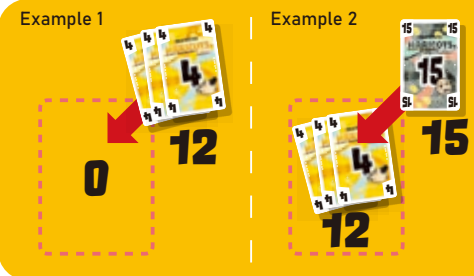
### • Play cards

Play card(s) from your hand to the center of the table.

When doing so, follow each of the rules below.

1. Play **one card** of any value, or play **multiple cards** with the **same value**. If you play multiple cards, the value is the **sum** of those cards.

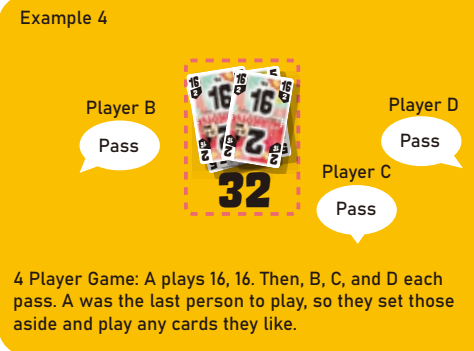
2. Play card(s) from your hand with a value **higher** than the value of the previous card(s) in play. If there are no cards on the table, the value of the previous card is 0.



3. If the value of the previous card(s) is **15 or more**, you can play 1/17 cards as 17 or 2/16 cards as 16.



4. If the previous card(s) is yours, set all cards on the table aside. Then the value of the previous cards becomes 0, and you can play any card(s).



4 Player Game: A plays 16, 16. Then, B, C, and D each pass. A was the last person to play, so they set those aside and play any cards they like.

### • Draw a card and pass

If you do not want to play or cannot play card(s), you call pass. When you pass, you **draw a card** from your **personal deck** and add it to your hand. If your personal deck runs out and you **cannot draw** a card, you **drop out**. Dropped out players skip their turn for the remainder of the round.

Even after passing, you can **still** "play cards" or "draw a card and pass" on your turn again unless you have dropped out.

## End of the round

The round ends when someone **plays all of the cards** from their hand or when **only one player remains** in the round.

The player who has played all of their hand or the only player remaining receives a VP chip (the side without +3).

Pass the first player marker to the **left**. A new round starts with "Round Setup."

## End of the game

After repeating the rounds, the first player who gets two VP chips is the winner.



Advanced Rules

The differences from the basic rules are that you can choose to fold on your turn, and that the goal is to get VP. The differences from the basic rules are listed below.

Overview

Play rounds equal to the number of players. Calculate the total VP at the game end, and the player who has the most VP is the winner.

Setup

Before starting the game, prepare VP chips equal to the **number of players**. Look at the small number on the side with +3, and use them starting **from 1 in ascending order**. The small number indicates the current **round number**. Return any remaining VP chips to the box.

Turn flow

On your turn, either "play cards", "draw a card and pass", or "fold."

• Draw a card and pass

Draw a card from your personal deck, add it to your hand, and pass. If your personal deck runs out, you **cannot** do this. In the advanced rules, you "fold" instead of "drop out".

• Fold

Reveal your hand, choose a **set of cards with consecutive numbers**, and set them aside (if you have no consecutive numbers, set only **one card** aside). When making consecutive numbers, 1/17 is considered as 1 and 2/16 is considered as 2. After setting the cards aside, receive negative VP chips equal to the **number of cards** remaining in your hand (the value of the cards does not matter). Place these chips **face down** in front of you. You cannot look at the value of other players' chips.

Example

set aside

remaining hand

-5VP

You fold with "2, 3, 4, 4, 5, 5, 7, 8, 9" in your hand. You set aside the four cards with "2, 3, 4, 5" and lose 5 VP. You can set aside only one set of consecutive numbers, so you cannot remove the remaining "4, 5" and "7, 8, 9".

Example

set aside

remaining hand

No negative VP

You fold with "5, 6, 7, 8" in your hand. You set aside the four cards with "5, 6, 7, 8" and get no negative VP.

Folded players **skip** their turn.

End of the round

The round ends when someone **plays all of the cards** from their hand or when **only one player remains** in the round. The player who has played all of their hand or the only player remaining in the round receives the VP chip with the small number corresponding to the current round number. This is worth +3 VP. When someone plays all of their hand, any players who have not yet folded receive negative VP chips equal to the **number of cards** remaining in their hand (the value of the cards does not matter). Place these chips **face down** in front of you. Unlike when folding, you **cannot** remove consecutive numbers.

Note: If the round ends with **only one player remaining** in the round, that player does not receive negative VP chips even if the player has cards in their hand.

End of the game

The game ends when you have played a number of rounds **equal to the number of players**. Each player adds up their VP chips (+3 points) and negative VP chips; then, the player with the **most VP** wins. In the case of a tie, the player with more +3 VP chips wins. If still tied, the player with the VP chip with the **highest round number** wins.

Credits

**Game Design:** Kentaro Yazawa  
**Art Work:** Osamu Inoue  
**Advanced Rule Design:** Yoshihiko Koriyama, Shota Okano  
**Editor:** Yoshihiko Koriyama  
**English Rules:** Shota Okano  
**English Rules Proofreading:** James Nathan

**Special Thanks:** Tori Hasegawa, HAL 99, Shimamuranao, Makoto Nishida, Satoshi Nakamura, Fukutaro, Su-mi, Pokasan  
**Reference Games:** Escalation, Animale-Tattica, Go Out Girl, L.L.A.M.A.

**Publisher :** 2-2-15 Minami-Aoyama, Minato-ku, Tokyo  
ForGames  
<https://forgames.jp/>  
©2024 ForGames



INQUIRY

For any questions regarding missing components or rules, please contact us using the inquiry form at <https://forgames.jp/>.



English Rules Available!

<https://forgames.jp/games/rules>

