

HARICOTS

3-5 20-30 8+
players min ages

Overview

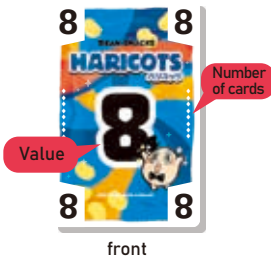
In Haricots, the goal is to play all of the cards in your hand by playing cards with higher value than your opponents.

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



1 first player marker



40 negative VP chips for advanced rules

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



Basic Rules

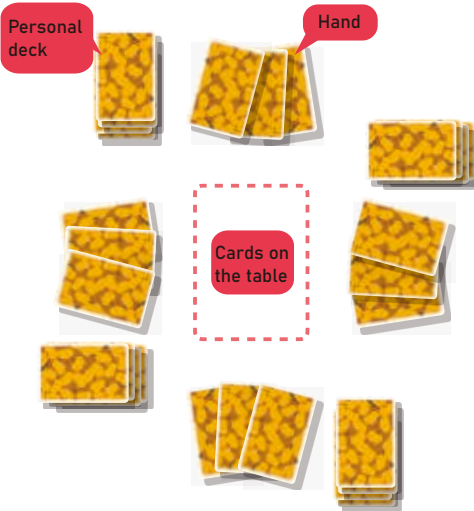
In the basic rules, players continue rounds until someone has **won two** rounds.

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.

Example 1



Example 2



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.

Example 3



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).

Example 4



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.



