

EDITIONS DE LA HAUTE ROCHE
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Arlequin

For 2 to 6 players, ages 12 and up
Average game length: 30 minutes

In **Arlequin**, each player in turn draws 2 to 5 cards and declares a combination to his neighbor who either accepts it or checks it. If accepted, he will then in turn declare an equal or greater combination. If checked, then the player who made the declaration will lose points if he bluffed ... but the accuser will lose them himself if this is not the case.

The components

- 37 cards:
 - 4 sets of 9 cards (7, 8, 9, 10, Jack (J), Queen (Q), King (K), Ace and Joker (*)) X 4 colours
 - 1 multicolour Joker: Arlequin
- 6 Player Aid cards
- a rules booklet
- a booklet showing possible combinations

Game set-up

- Take a sheet of paper and a pencil. Draw as many columns as there are players, enter their names and the number 13 at the top of each column.
 - > Each player has 13 points at the start of the game. Players can only lose points during the game and will be eliminated when they have 0 or less.
- Give a Player Aid card to each player.
 - > The Player Aid cards show all the possible combinations of 2 to 5 cards.
- Shuffle the cards face down to form a deck.
- Pick the first player randomly.

Playing the game

Declaration

- The first player takes the top two cards from the deck, looks at them and places them face down in front of the player to his left and declares a combination. There are now two possibilities:

- 1) The player accepts the combination:

- > He places the two cards under the deck without looking at them,
- > then he draws cards in turn and declares an equal or greater combination to the player on his left.

- 2) The player doesn't believe the declaration and declines the combination:

- > He says "**Zitto!**"

- > then he checks all or part of the declared combination.

- Regardless of whether the player accepted or declined the combination, it is then his turn to draw and make a declaration to the player on his left (or right if the direction of the game has been reversed, cf Jokers).

- A declaration must be at least equal to the last declared combination.

Example: After an declaration of *neutral combination* with 2 cards such as *9 and Jack*, it is possible to again declare *9 and Jack* or *9 and Queen*, *10 and Jack*, *King and Ace*, etc.. On the other hand, neither of the 2 cards can have a lower value: a declaration such as *8 and King* is therefore not allowed.

It is also possible to declare a higher-value combination, such as *pair of 8s*.

Combinations

2 CARDS

- **Neutral combination**

- **Pair**

=> 3 cards

3 CARDS

- **Pair**

- **Straight**

- **Flush or Three of a Kind**

=> 4 cards

4 CARDS

- **Flush**

- **Arlequin**

- **Two pairs**

- **Straight**

- **Flush or Four of a Kind**

=> 5 cards

5 CARDS

- **Four of a Kind**

- **Straight**

- **Full House**

- **Flush**

• **Quintet or Full Arlequin**
=> back to 2 cards

- Descriptions of all the possible combinations can be found in the ... Combinations booklet.
- Some combinations increase the number of cards to be drawn, as described above.

Example: After a *pair of 8s* has been accepted or verified without any bluff being revealed, the next player draws three cards. He can declare a *pair of 8s* again or any other combination of 3 cards of his choice greater than a *pair of 8s*. If he declares a *colour* which is not challenged, the following player will pick 4 cards.

- The two "ultimate" combinations - the highest for 5 cards, the *quintet* and the *Grand Arlequin* - restart the declarations at 2 cards since it is impossible to outbid them.

Verification

- When a player checks a combination, he turns the cards over one by one and can choose to stop at any time.
- When a combination is checked, one of the two players must lose points (deducted from the initial 13 points on the score sheet).
 - The player who declared the combination: he bluffed and his opponent revealed the bluff
 - > He loses as many points as the number of cards in the declared combination minus 1 point, namely:
 - . 1 point for a 2-card combination
 - . 2 points for a combination of 3 cards
 - . 3 points for a combination of 4 cards
 - . 4 points for a combination of 5 cards
 - The player checks the combination: if this does not reveal a bluff, there are two possibilities:
 - 1) He only turned over some of the cards
 - > He loses 1 point per card turned over.
 - 2) He has turned all the cards over and the declared combination proved accurate:
 - > He loses 1 point per card, except for the last one which is worth the number of the cards already turned over, namely:
 - . 2 points for a combination of 2 cards (1+1)
 - . 4 points for a combination of 3 cards (1+1+2)
 - . 6 points for a combination of 4 cards (1+1+1+3)
 - . 8 points for a combination of 5 cards (1+1+1+1+4)

- A player who calls "zitto" is only allowed to turn over as many cards as he has points remaining, regardless of the number of cards in the declared combination.
- There may therefore be 3 reasons for a partial verification:
 - > The player who called "zitto" doesn't have enough points to check the entire combination,
 - > the cards he has already turned over match the declared and he decides not to risk any more points, especially given the cost of the last one ...
 - > a bluff is revealed before all the cards are turned over.
- When a combination has been verified either completely or partially:
 - > either a bluff was revealed: the cards are returned to the deck which is shuffled again. The declarations start over with just two cards.

Bluff revealed, cards shuffled Back to 2 cards

-> or no bluff was revealed: the turned cards are placed back at the bottom of the deck and the game continues with declarations equal to or higher than the previous one.

Jokers

- The colour Jokers replace any card of the same colour, the Arlequin replaces any card.
- If a Joker is revealed during a verification, the two players - the one who declared and the one who called "zittote" - swap places around the table.
- If the Arlequin was revealed, the game play changes direction.
- If both the Arlequin and one or more Jokers were revealed, the players swap position and the direction of play.

Aiuto

- When a player only has one point left, he is entitled to a favour. He can call "**Aiuto!**" and may then verify a combination with one card less, regardless of the number of cards in the combination:
 - . 1 card for a 2-card combination
 - . 2 cards for a 3-card combination
 - . 3 cards for a 4-card combination
 - . 4 cards for a 5-card combination.
- Each player is only allowed one **Aiuto** per game, so they must really think carefully about when it's best to use it ...

The end of the game

- A player is eliminated when his score drops to 0 points or less.
- The game ends when all players but one have been eliminated, the latter of course being the winner!

Note

In the explanation of the rules, the traditional symbols are ignored. They are shown on the cards to facilitate **Arlequin's** game play for those players who may have difficulty distinguishing colours. The correspondences are as follows:

- Club = green
- Diamond = yellow
- Heart = red
- Spade = blue



CREDITS

ARLEQUIN is a game by
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The combinations

2 cards

Neutral combination: Two cards with different values

Example: blue 7, green 9

declaration: *one 7 and one 9*

Note: in a declaration of a higher neutral combination, neither card may be less than 7 and 9.

Pair: Two cards of the same value

Example: Yellow Queen, green Queen

declaration: *pair of Queens*

==> A declaration of a pair means the next player draws 3 cards

3 cards

Pair (see 2 cards)

Note: If a *pair of Queens* has been declared with 2 cards, then the only pairs that can then be declared are a *pair of Queens*, a *pair of Kings* or a *pair of Aces*.

Straight: 3 cards whose values form a sequence, without any gaps, regardless of their colour

Example: yellow 8, blue 9, red 10

declaration: *10 straight* (the card with the highest value)

Note: a higher straight must be to the Jack, Queen, King or Ace.

Flush: 3 cards of the same colour, regardless of their values

Example: Green 7, green Jack, green King

declaration: *green flush*

==> a declaration of a flush means the next player draws 4 cards

Three of a Kind: 3 cards of the same value, regardless of their colours

Example: red 9, blue 9, yellow 9

declaration: *three 9s*

==> a declaration of three of a kind means the next player draws 4 cards

4 cards

Three of a Kind (see 3 cards)

Note: If *three 9s* was declared on 3 cards, only another *three 9s* or a higher Three of a Kind may be declared.

Arlequin 4 cards of 4 different colours, regardless of their values

Example: yellow 8, red 8, green 10, blue Ace

declaration: *Arlequin Arlequin*

Note: it is possible to declare a *Arlequin* after a previous *Arlequin*, whatever the values of the cards, since they are not taken into account.

Two pairs : 2 pairs (!)

Example: red 7, blue 7, blue Queen, yellow Queen

declaration: *two pairs, sevens and Queens*

Note: i when making a higher two pairs declaration, neither of the pairs may be less than 7s and Queens.

Straight: 4 cards whose values form a sequence, without any gaps, regardless of their colour

Example: yellow 10, Blue Jack, Red Queen, Yellow King

Declaration: *4-card King straight*

Note: a higher straight may therefore only be to the Ace.

Flush: 4 cards of the same colour, regardless of their values

Example: Green 7, green 9, green King, green Ace

declaration: *green flush*

= => a declaration of a flush means the next player draws 5 cards

Four of a Kind: 4 cards of the same value, regardless of their colours

Example: red 9, blue 9, yellow 9, green 9

declaration: *four 9s*

= => A declaration of Four of a Kind means the next player draw 5 cards

5 cards

Four of a Kind (cf 4 cards)

Note: If *four 9s* was declared on 4 cards, then any further Four of a Kind declaration must be *four 9s* or a higher.

Straight: 5 cards whose values form a sequence, without any gaps, regardless of their colour

Example: yellow 10, blue Jack, red Queen, yellow King, red Ace

Declaration: *Ace straight*

Note: in order to declare higher than *Ace straight*, it must be for at least a Full House.

Full House : a Pair + a Three of a Kind

Example: red 8, green 8, blue 8, blue Queen, green Queen

declaration: *Full House, eights over Queens* (Three of a Kind first, then the pair)

Note: In order to declare a higher Full House, the Three of a Kind must be at least eights and no Queen pair.

Flush: 5 cards of the same colour, regardless of their values

Example: green 7, green 10, green Jack, green King, green Ace

declaration: *green Five-card Flush*

Note: it is possible to declare a *Five-card Flush* after a previous *Five-card Flush*, whatever the values of the cards since they are not taken into account.

Five of a Kind : 5 cards of the same value, regardless of their colours

Examples: green Jack, yellow Jack, blue Jack, red Jack, red Joker or yellow Jack, red Jack, blue Jack, red Joker, Arlequin

declaration: *Five Jacks*

=> A declaration of Five of a Kind means that the next player draws two cards and the sequence restarts

Full Arlequin: a card of each colour + the Arlequin

Example: yellow 7, red 9, green Jack, blue Joker, Arlequin

declaration: *Full Arlequin!*

=> A declaration of a Full Arlequin means that the next player draws 2 cards and the sequence restarts