

haati

THE MAHARAJAS' DUEL

2 Players



10 y.o. +



20 Minutes

VIDEO
RULES:



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Designed by Johannes Goupy and Joachim Thôme.
Illustrated by Christine Alcouffe.

Within the lavish courts of the Maharajas, the greatest strategists clash through their sacred animals: the **Elephant**, the **Tiger**, and the **Mouse**.

Every duel presents a choice: win the battle—or lose it to better prepare for those ahead.

Throughout the game, you'll earn **Favors** and **Honor**. Together, they form your **Prestige**, the key to victory.

And remember:

"Favors fade, but Honor remains!"



Components & Setup

- B** Randomly flip each **Collection token** (Palace and Jungle) and place them on their matching spaces on the board.



Shuffle the 24 Animal cards

(3 families: Elephant, Tiger, and Mouse, each numbered from 1 to 8).

- C** Randomly **remove 4 Animal cards** from the game. They will not be used this round.
- D** Deal **2 Animal cards** to each player.
- E** With the remaining 16 Animal cards, create **two face-down piles of 8 cards**, one on each side of the board. **Reveal the top card of each pile.**



Create a **common supply** containing:

- F** The 2 Round Victory tokens.
- G** The 16 Prestige tokens.
 - The **white side** represents **Favor**.
 - The **black side** represents **Honor**.
- H** Shuffle the 8 Character cards to form a face-down deck nearby.



A game of Haati is played over **two winning rounds**.

Round Overview

Each round consists of **9 turns**.

Each turn is played in the following order:

- ❶ Choose Animal Cards (simultaneously)
- ❷ Resolve the Duel
- ❸ Effects & Collections
- ❹ Refill Your Hand

❶ Choose Animal Cards (simultaneously)

Each player chooses **one of the two Animal cards** in their hand and places it face down in front of them.



⚠ **Optional action:** You may add **one Character card** won during a previous duel to your chosen Animal card (*see p. 12*).

❷ Resolve the Duel

Both players **reveal their Animal card** (*and, if applicable, their Character card; see p. 12*).

Determine the **winner**: **Elephant** defeats **Tiger**.

Tiger defeats **Mouse**. **Mouse** defeats **Elephant**.

If both players reveal Animals from the same family, the **higher value** wins the duel.

❸ Effects & Collections

Cards are always **resolved in the following order**:

- The duel **winner** places their Animal card in their **Palace**, **must** resolve the **Palace effect** (and their Character effect, if any). They then check their **Collections**.
- The **loser** places their Animal card in their **Jungle**, **may** resolve the **Jungle effect** (and their Character effect, if any). They then check their **Collections**.



⚠ Keep your played Animal cards in **two separate columns** (Palace and Jungle) on your side of the board.

A Duel Winner: **Palace**, then **Collections**.

The winner of the duel places their Animal card in their Palace column, then **must** resolve its effect.



Elephant: Gain **1 Favor** for each **Elephant** in your **Palace**, including the Elephant you just placed.



Tiger: Gain **1 Favor** for each **Tiger** in your **Jungle**. Then, **draw 1 Character card**.



Mouse: Gain **1 Honor** and **1 Favor** for each pair of **Mice** in your **Palace**, including the Mouse you just placed.

Once the Palace effect has been fully resolved, including the **Character** card if one was played (*see p. 12*), the winner **checks their Collections** (*see p. 8*).

B Duel Loser: **Jungle**, then **Collections**.

The loser of the duel places their Animal card in their Jungle column, then **may** resolve its effect.



Elephant: **Move 1 Animal** of your choice from the **Jungle to the Palace** (either yours or your opponent's). The moved Animal may be the Elephant you just played.



Tiger: **Move 1 Animal** of your choice from the **Palace to the Jungle** (either yours or your opponent's).

⚠ A moved Animal **does not trigger the effect** of the location it is moved to.

⚠ A **Move** effect **never allows you to take** an Animal from your opponent's side and place it on your own side, or vice versa.



Mouse: **Draw 1 Character card**.

Once the Jungle effect has been fully resolved, including the **Character** card if one was played (*see p. 12*), the loser **checks their Collections** (*see p. 8*).

Collections (Sequences of 4 Cards)

After resolving your effects (Palace or Jungle, including any Character card), check whether you have formed a **sequence of four consecutive values** in either your **Palace** or your **Jungle**. The cards **do not need to be arranged in numerical order, nor do they have to belong to the same Animal family**, but they must all be in the same Location (either your Palace or your Jungle).

If you have formed a sequence, **claim** the reward shown on the **corresponding Collection token** (Palace or Jungle). Remove that Collection token from play. It is no longer available for the remainder of the round.

Reminder: The winner of the duel always checks their Collections before the loser.

Example:

At the end of the duel, you have formed the sequence 1-2-3-4 in your Palace. You immediately claim the corresponding Collection token, which, in this example, grants you 3 Favors.



④ Refill Your Hand: The Loser Chooses!

- The **loser chooses one of the two face-up cards** on each side of the board and adds them to their hand.
- The **winner automatically receives the remaining card**.

Then reveal the top card of each pile to prepare the choices for the next turn.

***Strategy Tip:** From the end of the very first duel onward, each player knows half of their opponent's hand. By choosing first the card they take, the loser has a significant influence over the next duel.*

End of the Round

A round ends after 9 turns, when players can no longer refill their hands to two Animal cards.

Each player will then have one Animal card remaining in hand, and possibly one or two Character cards.

Add together your **Favor points** (white) and **Honor points** (black). The **total** is your **Prestige**.

Example:

Player A: 5 Prestige points

Player B: 4 Prestige points





The player with the **highest Prestige** wins the round.

If tied, the player with the most Honor (black) wins the round.

If the tie still remains, both players reveal their last Animal card. Whoever would win that duel wins the round.

The winner takes one **Round Victory token**.

In the previous example, Player A wins the round.

Then remember:

“Favors fade, but Honor remains!”

- **Discard all Favor tokens** (white). Return them to the common supply.
- **Flip all of your Honor tokens** (black). They become Favors already earned for the next round.

Player A:



Player B:



Setup for the Next Round

- **Keep any Character cards you did not play.** Shuffle all other Character cards together to form a new deck.
- Randomly **flip each Collection token** (Palace and Jungle) and **place them** on their matching spaces on the board.
- **Shuffle all Animal cards**, including the four cards removed at the beginning of the previous round.

Then, **follow the same setup as for the first round:**

- Randomly remove 4 Animal cards.
- Deal 2 Animal cards to each player.
- Form two face-down piles of 8 cards, then reveal the top card of each pile.

End of the Game

Haati is played as a **best-of-three rounds**:

- If a player **wins the first two rounds**, they immediately **win the game**.
- If each player has won one round, play a **third and final round**. The **winner of this final round** immediately take the Round Victory token from their opponent and **wins the game**.

Character Cards

Character cards let you **bet on the outcome of a duel** and grant special abilities if your prediction is correct.

- ▶ You may play one Character card, face down, alongside your Animal card during each duel.
- ▶ You may **never** have **more than two** Character cards in your hand. If you would draw a third Character card, choose one of your three cards and discard it.



Activating a Character Card:

Each Character card has an **activation condition**.

- ✓ You are betting that you will **win the duel**.
- ✗ You are betting that you will **lose the duel**.

During “**2 Resolve the Duel**”, reveal your Character card:

- **Successful bet!** The condition shown on the card has been met. **You may resolve it before or after resolving your Animal card.** You may apply all or part of its effects, then discard the card.
- **Unsuccessful bet...** Simply **discard** the Character card without resolving its effect.

Character Card Effects:

The Merchant:



- ✓ If you **win** the duel: Gain **2 Favors**.
- ✗ If you **lose** the duel: Gain **1 Favor** and **1 Honor**.

The Maharaja:



- ✓ If you **win** the duel: **Move any Animal** from the Palace to the Jungle, or vice versa (either yours or your opponent's).
- ✗ If you **lose** the duel: Gain **1 Favor**, then **move any Animal** from the Palace to the Jungle, or vice versa (either yours or your opponent's).

⚠ A moved Animal **does not trigger the effect** of the Location it is moved to. ⚠ The Maharaja **does not allow you** to take an Animal from your opponent's side and place it on your own side, or vice versa.

The Thief:



If you **win** the duel:
Take any Animal from your opponent's Jungle and place it in your own Jungle, without triggering the Location's effect.



If you **lose** the duel: **Take any Animal from your opponent's Palace and place it in your own Palace**, without triggering the Location's effect.

The Hunter:



If you **win** the duel:
Gain 1 Favor, then **eliminate 1 Animal from your opponent's Palace or Jungle**. Discard that Animal.



If you **lose** the duel: **Gain 1 Honor**, then **eliminate 1 Animal from your opponent's Palace or Jungle**. Discard that Animal.

Empty deck: If the Character card deck is empty, shuffle the discard pile to create a new deck.

Note to the Reader:

On the Animal cards, you'll find three traditional proverbs in Hindi. Here are their translations.

Elephant: हाथी के दाँत खाने के और, दखिाने के और होते हैं।
"An elephant has one set of tusks for eating and another for showing."

Tiger: बाघ को देखने से पहले, वह तुम्हें सौ बार देख चुका होता है।
"Before you ever spot the tiger, it has already seen you a hundred times."

Mouse: छोटी चूहिया भी हाथी को चौका देती है।
"Even a little mouse can surprise an elephant."

And finally, "**Haati**" (हाथी) simply means "**Elephant**".

Special Thank You:

Johannes : My heartfelt thanks to the entire Tiki team for bringing this wonderful project to life with such enthusiasm. This game owes a great deal to Clément, who already possesses the keen instincts of a tiger. And a very special thank you to Laetitia, the little mouse who shares my elephant-sized passion every day.

Joachim : My sincere thanks to Tiki Editions for their creativity and energy, and to Christine for her beautiful illustrations. I'd also like to thank Yann, Pieter, Charlot, Luc, Arthur, Aline, and especially my son Achille for the many games of Haati we've enjoyed together ensemble !

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Turn Summary:

① Choose Animal Cards (simultaneously):

Each player chooses one of their two Animal cards and may add one Character card.

② **Resolve the Duel:** Elephant defeats Tiger. Tiger defeats Mouse. Mouse defeats Elephant. Otherwise, the higher value wins the duell.

③ **Effects & Collections:** The **winner** places their Animal card in their **Palace** column, **must** resolve the Location **effect** (and their Character, if applicable). They then check their **Collections**.
Next, the **loser** places their card in their **Jungle** column, **may** resolve the Location **effect** (and their Character, if applicable). They then check their **Collections** (a sequence of four consecutive values).

④ **Refill Your Hand:** The loser chooses one of the two face-up cards on each side of the board and leaves the other one for their opponent.

End of the Round (after 9 turns):

The player with the **highest Prestige** (Favors + Honor) **wins the round**. Discard all Favors. **Flip all Honor tokens** to their Favor side for the next round. The game is played over a **best of three rounds**.