

## **TICHU**

**Deck:** 56 Cards, 4 Suits of 13 Cards & 4 special cards. **Rank:** 2,3,4,5,6,7,8,9,10,J,Q,K,A

**Teams:** Players diagonally opposite are on the same team, (i.e. each player has an opponent to their left and right.)

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**Starting the Hand:** Deal 8 cards, then 6, to each player.

**Push:** After cards are dealt, before any cards are played, each player gives one card from their Hand to each other player.

**Tichu:** Call Tichu and win Bonus Points by emptying your hand first.

• **Small Tichu:** Before playing the first card of their Hand a player may call Small Tichu.

• If they are first out they win 100 points. If not first out, they lose 100 points.

• **Grand Tichu:** Before drawing their 9th card, a player may call Grand Tichu.

• If they are first out they win 200 points. If not, they lose 200 points.

**Order of Play:** Turn order is counter-clockwise, to the right.

• The First Player leads with a **Combination** of one or more cards.

• Each subsequent player either:

a) Plays a **Combination** of the same type and size, but of higher value than the previous combination, or

b) **Passes** this turn. (May play again if the turn comes back to them.)

• If a player has played all their cards they are **out** for the rest of the Hand & must pass every turn until the next deal.

## **Legal Combinations:**

• A Single Card [4♥]

• A pair of cards of equal rank. [4♣ 4♠]

• A run of pairs of consecutive value. [4♣ 4♠, 5♥ 5♠ ...]

• A trio of cards of equal rank. [4♣ 4♠ 4♥]

• Full House: A trio & a pair. [4♣ 4♠ 4♥, 5♥ 5♠]

Value of a Full House = the value of the trio.

• Straight: A run of at least 5 cards of consecutive values. [8♣ 9♠ 10♥ J♥ Q♠...]

**End of Trick:** If 3 players pass consecutively, the trick ends.

• The last player to play adds the trick to their score pile & leads a new Trick.

• If they have no cards in hand, the next player in turn order leads.

## **End of a Hand:**

• When the third player goes out, the Trick and Hand end immediately and that player takes the trick for their Score Pile.

• The last player with remaining cards adds their hand to their opponents' Score Pile.

• And adds their tricks to the Score Pile of the player who went out first.

• Teams then score points for the cards in their Score Piles (see overleaf).

• Unless! If two players on the same team are the first and second to go out:

• The Hand ends **immediately**,

• The 2<sup>nd</sup> teammate to go out takes the trick for their Score Pile.

• Points for cards are **not awarded**, instead the winning team scores 200 points.

## Bombs

- A run of at least 5 consecutive cards of the same suit. [8♣ 9♣ 10♣ J♣ Q♣...]
- 4 cards of the same rank. (Four of a Kind) [4♣ 4♠ 4♥ 4♦]

Cannot include any Special Cards.

**Ranking Bombs:** A bomb beats all other combinations. A longer bomb beats a shorter bomb. If the same length, the higher value bomb wins.

**Playing Bombs:** A bomb can be played on any combination, and at any time, even when it's not a player's turn.

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## Special Cards

**Dragon:** 25 Points

- **Play as a single card only:** Is the highest value card. (Can be beaten by a bomb)
- If the Dragon wins a trick, the player who played him adds the trick to the Score Pile of an opponent of their choice.

**Phoenix:** -25 Points

- **Alone:** Value of previous card + 0.5. (But can't beat a dragon. If lead = 1.5)
- **In a Combination:** Can be used as a Wild.  
Cannot be played as part of a bomb.

## The Hound:

- **Played as a single card only,** when the player has the lead.
- Gives the lead to their partner.
- If their partner is out, gives the lead to the next player in turn order.

## Mah Jong

- Player with Mah Jong is the First Player.
- **As a single card or in a Combination:** Has value 1 when played as alone or in a run.
- **Wish:** When played, the player names a Rank. Whoever has a card of that rank must play it on their next ordinary turn if it is legal to do so. If they can't play it then they may play or pass as normal.  
The wish remains in force until someone plays a card of the called Rank, or until the end of the hand.

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## Scoring:

- ± Tichu Points +
- **Total of 100 pts for cards:**   OR   **Team 1st and 2nd Out Bonus: 200**
  - **Dragon:** 25 pts
  - **King, 10:** 10 pts
  - **5:** 5 pts
  - **Phoenix:** -25 pts

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**Game End:** When a team has a score of 1000 points or more at the end of a Hand.

- Team with the highest score wins.
- If tied: Play another Hand.