



LEARNING GUANDAN (搅蛋)

Empty your hand first to win.

A partnership climbing game for four. Partners sit opposite each other, fight for lead control, and turn finish order into level progress.

4

players, two fixed
partnerships

2

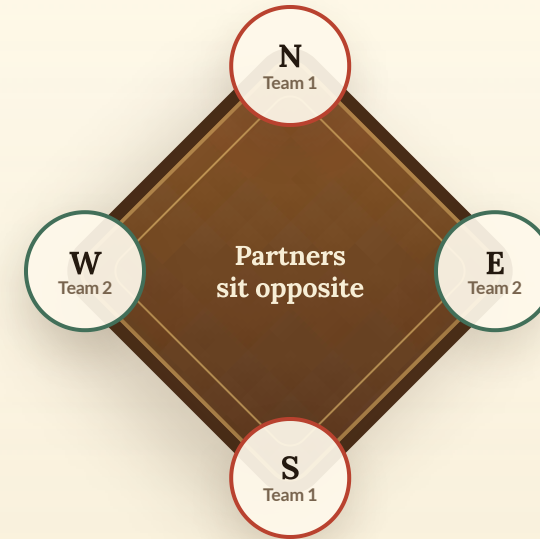
decks shuffled together,
jokers (大小王) included

A

reach this level to win the
match

27

cards dealt to each player



Anticlockwise

Both dealing and play move anticlockwise.

Card count

10 or fewer cards left? Must declare when asked.

1

First hand

- One player shuffles at random
- Left player cuts & flips a card face-up into the deck
- Shuffler draws first, then anticlockwise
- Whoever drew the face-up card leads

2

Later hands

- 1st place shuffles
- 2nd place cuts (no face-up card)
- Last place (末游) draws first, then anticlockwise
- Tribute payer leads; if no tribute, 1st place leads

LEVEL CARD (级牌) & WILDCARD (百搭)

The level card ranks above Ace.

1

Level rank sits between A and jokers.

Each round has a current level (2 through A). That rank outranks everything except the jokers (大小王).

2

Heart-suit level card is wild (百搭).

In combinations it can substitute for any non-joker card.

3

Limits apply.

Played alone, it counts only as its own rank. It cannot become a joker.

4

Wild cards can join bombs.

A heart-level wild can complete a same-rank bomb (three natural 9s + wild = a 4-card bomb) or a straight flush, taking the needed rank and suit. It cannot help form the four-joker bomb (天王炸).



大王

>

小王

>

Level

>

A

>

K

>

Q

>

...

>

3

>

2

LEGAL PLAYS (出牌类型)

Match the shape, match the count.

You can only beat a play with the same shape and same card count, at a higher rank. Most errors come from inventing shapes that don't exist. If you cannot beat the lead, pass — once all others pass, the last player to play opens fresh.

Single / Pair / Triple

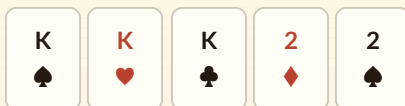
单张 / 对子 / 三条

Same count, higher rank wins.

**Triple + Pair**

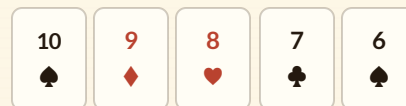
三带二

Three of a rank plus one pair.

**Straight**

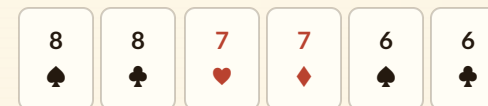
顺子

Exactly 5 consecutive singles.

**Pair run**

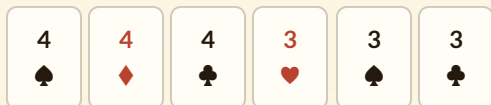
三连对

Exactly 3 consecutive pairs.

**Steel plate**

钢板

Two consecutive triples (6 cards).

**Bomb**

炸弹

4+ cards of one rank.

**Straight flush**

同花顺

5 consecutive, same suit.

**Quad jokers**

天王炸

All four jokers. Unbeatable.



BOMBS BEAT EVERYTHING (炸弹)

Bombs override any ordinary play.

More cards always wins first. Within the same card count, a straight flush beats a regular bomb of equal length.

1

Quad jokers (天王炸)

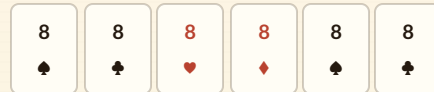
Unbeatable.



2

6+ card bomb

More cards wins before rank.



3

Straight flush (同花顺)

5 consecutive, same suit.



4

5-card bomb

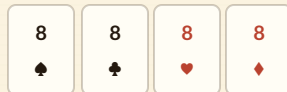
Same rank × 5.



5

4-card bomb

No 2- or 3-joker bombs.





FINISH ORDER & LEVEL CLIMB (升级)

First out wins. Partner's position sets the climb.

1

First player out decides the winning team.

Their partner's finish position determines how many levels the team advances. Finish order runs 1st place (头游), 2nd (二游), 3rd (三游), last place (末游).

2

Everyone starts at level 2.

First team to clear level A wins the match. Both teams track their own level; the level card each hand is the rank the leading team is currently on.

3

Can't clinch the match from last.

To advance off level A and win the match, a team must take 1st place and their partner must not finish last in that same hand.

+3

Partners finish 1st & 2nd.

+2

Partners finish 1st & 3rd.

+1

Partners finish 1st & last.

BETWEEN ROUNDS (进贡)

Tribute rules.

Last place pays up (进贡).

Last place gives their highest card (excluding heart level cards) to 1st place. Tribute is revealed face-up.

**1st place returns one (还贡).**

Returns any card ranked 10 or below, face down. Last place then opens play.

Double last (双进贡)

If one team sweeps 1st & 2nd, both opponents pay. 1st place takes the higher-ranked tribute; 2nd place takes the lower. If equal rank, pay clockwise (to player's left).

**Anti-tribute (抗贡)**

If a paying hand holds both big jokers (大王) — or, in a double tribute, the two payers hold one each — tribute is cancelled (抗贡) and 1st place opens play.

Control lead

Who picks the next shape dictates tempo.

Count bombs

Bomb quantity and size dominate the endgame.

Protect partner

Helping your partner exit can outweigh shedding one more card.

