



Introduction to Guandan Card Game

Guandan card game originated in China around 1960s and it's becoming super popular in China in recent years. It is one of the two officially recognized card games in China (The other one is Bridge). Because it is so fun that there is a saying in China,

"no guandan before meal, same as no meal

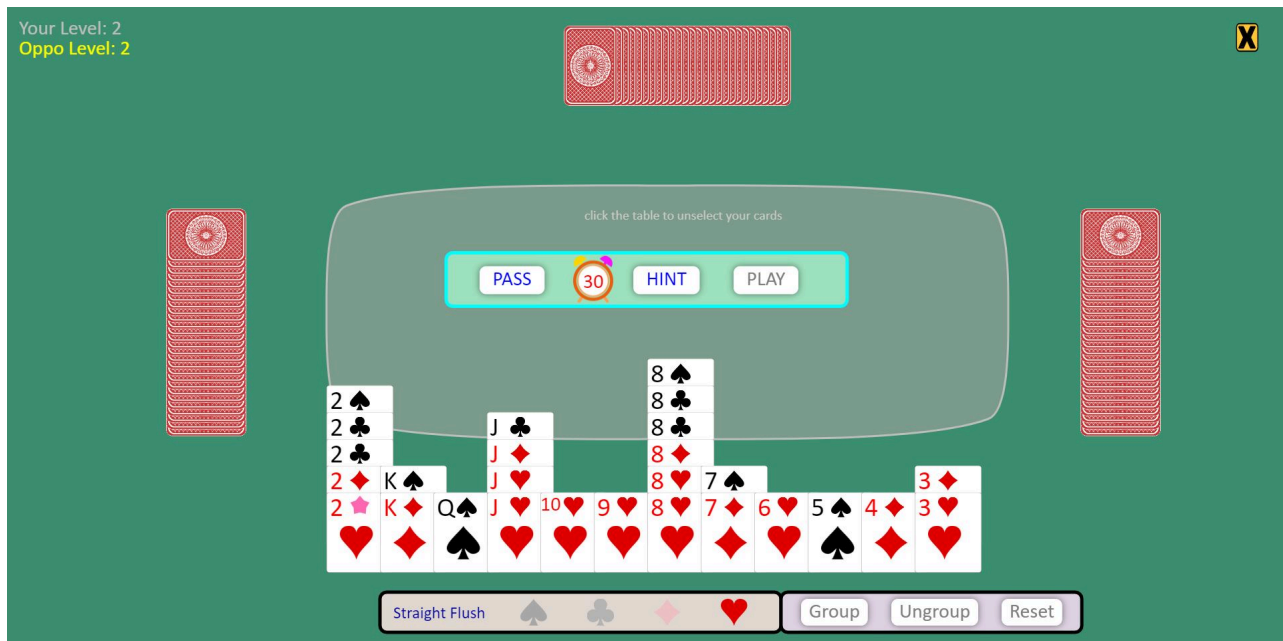
no guandan after meal, same as insipid meal"

There are tournaments officially held in China. Hope soon official tournaments can be held around the whole world.

Cards and Seats

Two decks of standard international cards (including the 4 Jokers) are used for four players. There are 108 cards altogether, 27 cards for each player.

Players are grouped into two teams with partners sitting opposite each other. Four players are named as North (**N**), West (**W**), South (**S**) and East (**E**) according to their sitting position around the table. Players **E** and **W** form one team while players **S** and **N** form the opponent team. For each player, the player to the left is the **Left Hand**, the player to the right is the **Right Hand**. Since the turn is in *counter-clockwise*, the **Left Hand** is upwind, and the **Right Hand** is downwind.



Card Types

There are four suits in the cards, Spades ♠, Hearts ♥, Diamonds ♦ and Clubs ♣, together with 2 red jokers and 2 black jokers. Each suit has 26 cards (2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K and A, two for each). There is no special ordering for different suits in **Guandan**, which is different from **Bridge**.

There are 7 regular combination types,

- **Single**

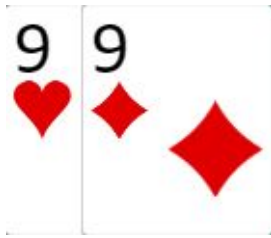
A **single** is any single card, ranked in **Level Order**,



- **Pair**

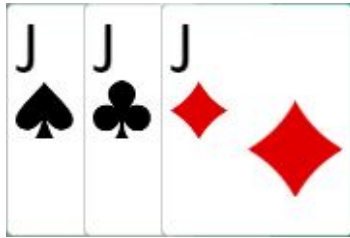
A **pair** consists of 2 single cards of the same rank, ranked in **Level Order**. A **pair** can be 2 cards with different suits, but a red joker and a black joker is not

a pair



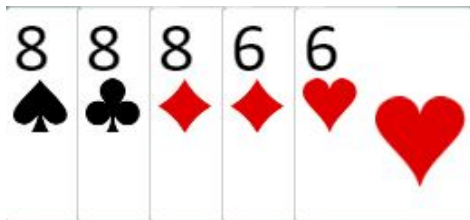
- **Triple**

A **triple** consists of 3 single cards of the same rank, ranked in **Level Order**



- **Full House**

A **full house** consists of a **Triple** and a **Pair**, and is only ranked by the **Triple** in **Level Order**



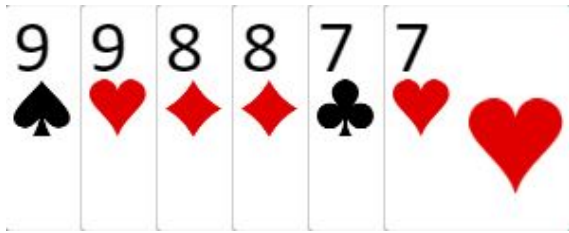
- **Straight**

A **straight** consists of five consecutive single cards in **Nature Order**, ranked by the highest card in **Nature Order**



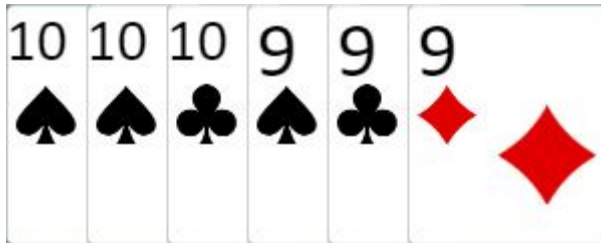
- **Tube**

A **tube** consists of 3 consecutive pairs in **Nature Order**, ranked in **Nature Order**



- **Plate**

A **plate** consists of 2 consecutive **triples** in **Nature Order**, ranked in **Nature Order**



Bomb

There are 3 **bomb** types,

- **Bomb**

A **Bomb** is made of 4+ cards of the same rank. It can be a Quadruple (4 cards), a Quintuple (5 cards), a Sextuple (6 cards), a Septuple (7 cards), an Octuple (8 cards), a Nonuple (9 cards) or a Decuple (10 cards). **Bombs** of the same number of cards are ranked in **Level Order** in the same way as single cards. **Bombs** of **Level Cards** are ranked as the highest.



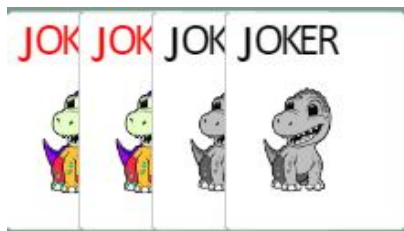
- **Straight Flush**

A **straight flush** consists of 5 consecutive cards of the same suit in **Nature Order**. **Straight Flushes** are special bombs, ranked between **Quintuples bomb** (5 cards) and **Sextuples bomb** (6 cards).



- **Joker Bomb**

Joker Bomb consists of 2 **red jokers** and 2 black jokers. **Joker Bomb** is the highest ranked **bomb**.



Level Cards and Wild Cards

- **Level Cards**

Each team has a level which initiates at 2, which means, the first round is always played at level 2. In the second and subsequent rounds, the winners of the previous round will determine the level of the next round. Cards of the rank that is equal to the round level have special power in the play. These cards are called **Level Cards**.

Level Card ranks just below the black joker and above A. **Level Card** can also be ranked at their rank in **Nature Order** when making up a combination, such as **straight**, **tube** and **plate** and **straight flush**.



- **Wild Cards**

Wild Cards are the **Level Card** in Heart (♥ **Level Cards**). For example, when playing at level 6, ♥ 6 is the **Wild Card**. They can be used in place of any cards needed to make up a combination except for **Jokers**. When played as a **Single**, the **Wild Card** is only counted as the ordinary **Level Card**.

When more than one combination can be made up using **Wild Cards**, the highest ranked combination is adopted.



Ranking

- **Nature Order**

The basic rank of the cards is, from high to low, **Red Joker**, Black Joker, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, (A). This will be called the **Nature Order** of the cards. When forming **Tubes**, **Plates**, **Straights** or **Straight Flushes**, A can be used as low card (the 1), below 2.

- **Level Order**

Level Cards rank between black joker and A. All other cards are ranked as **Nature Order**.

For regular types of **Singles, Pairs, Triples, Full Houses, Straights, Tubes** and **Triples**, cards only beat within the same card type. Cards with different types cannot beat each other. **Full Houses** are ranked by the **Triples** in **Level Order**.

Bombs beat all the 7 regular types. **Bombs** with more cards can beat bombs with fewer cards. **Bombs** are ranked as, from lower to high, **Quadruples, Quintuples, Sextuples, Septuples, Octuples, Nonuples** and **Decuples**. **Bombs** of the same type (with the same number of cards) are ranked in the **Level Order**. **Straight Flushes** are ranked between **Quintuples** and **Sextuples**, which means, **Straight Flush** can beat any **Quintuples**, and **Sextuple Bomb** can beat any **Straight Flush**. **Joker Bomb** is the highest bomb.

Playing

Players will play in **counterclockwise** order. The first player can play any type of cards in his/her hand. If the player wants or has to pass, he/she is required to say "**Pass**". The play continues as long as the cards are beaten. If everyone passes, then the player of the last played cards can continue to play any type of cards from his/her hand. The play continues until one team wins (both partners finish playing their cards).

In the play, players can be the **Banker** (1st position), the **Follower** (2nd position), the **Third** (3rd position) and the **Dweller** (4th position). If a team consists of both the **Banker** and the **Follower**, then the opponent team are called the **Double-Dweller**.

Reporting and Hitchhike

Any player who has 10 cards or fewer must report exactly how many cards he/she still holds. When the **Banker/Follower** finishes his/her cards, and nobody can

cover the cards, then the **Banker/Follower** 's partner will take the turn and can play any type of cards in his/her hand. This is called **hitchhike**.

Scoring(Promoting) and End of Game

In **Guandan**, a team's score is expressed as the **Level**. There are 13 levels in total, corresponding to the card ranks from 2 up to A (2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A). Only the team of the **Banker** promotes. A team can be promoted by 3 levels when the **Banker's** partner is the **Follower**, by 2 levels when the **Banker's** partner is the **Third**, by 1 level when the **Banker's** partner is the **Dweller**.

In a game-based **tournament**, a team wins the game only if

- It wins on Level A (**Banker** is in the team)
- The **Banker's** partner is not **Dweller**

In summary, *The team first promoted from Level A is the winner.*