

四色牌的快速指南 | Sisepai Quick Guide

This guide covers 21-card Sisepai. For 26-card Sisepai, see opposite. © 2019 Mitchell Cavanagh

將 Kuin 士 Tse 相 Xiong 車 Kee 馬 Mah 炮 Pao 卒 Chut

CARDS

Sisepai is played with 7 suits of 4 colours. The suits, ranked from highest to lowest, are:

將 士 相 車 馬 炮 卒

The four colours are red, yellow, white and green.

DECK

Each Sisepai deck consists of 112 cards, with 4 copies of each of the 28 colour-suit combinations.

For **2-4 players**, use **2 decks**

For **5-6 players**, use **3 decks**

For **7-8 players**, use **4 decks**, and so on

SETS

Dealt sets are sets already present in one's initial hand. If placed face-down, dealt sets cannot be broken up. Melded sets are sets formed through the game. A card can belong to a single set at any time. From higher to lowest, the sets are:

Dealt Pts	Set	Melded Pts
8	4-of-a-kind 馬馬馬馬 炮炮炮炮 invalid: 將	6
4	4-colour Chut 卒卒卒卒	4
3	3-of-a-kind 車車車 相相相 invalid: 將	1
2	Kuin-Tse-Xiong 將士相 將士相	2
1	Kee-Mah-Pau 車馬炮 車馬炮	1
1	3-colour Chut 卒卒卒	1
1	Kuin 將	1
0	Pair 卒卒 士士	0*

*Can only meld if one has >9 points

DETERMINING THE DEALER

Each player picks a card from the deck. The player with the highest card (except 將) starts first. In the event of a tie, draw another card.

STARTING THE GAME

The dealer (usually the player to the left of the starting player) deals each player 20 cards, and an extra card to the first player. That player starts the game by discarding one card. If any player lacks a 3-of-a-kind or Kuin, then the cards are re-dealt.

GAMEPLAY

Play moves in a counter-clockwise direction. The current player can

- (1) **meld** a set using the current active card, **or**
- (2) **draw** a new active card and attempt to meld a set using that

If a player cannot meld they must still draw. Their turn ends when they discard after melding or when they discard their drawn card.

MELDING

Here a player forms a set using cards from their hand along with the active card. They must **discard one card** after they meld a set. Melded sets **cannot be broken up** once melded.

Players can **meld identical sets out of turn** (i.e. only 3-of-a-kind and 4-of-a-kind sets). In this case, the highest set wins with priority given first to the current player, then counter-clockwise.

If a player draws a **Kuin**, then it is treated as a meld and the player must discard. Drawn Kuin cannot be used to form a Kuin-Tse-Xiong.

WINNING

A player wins if they have a complete hand (21 cards with no loose cards/Lang Pai) worth over 9 points. They can do this by melding their last set (hence no Lang Pai to discard), drawing a Kuin, or calling someone else's Kuin. If multiple players call Kuin, the priority goes to the player closest to the current player.

脏将的快速指南 | Dirty King Quick Guide

This guide covers 26-card Sisepai. For 21-card Sisepai, see opposite. © 2019 Mitchell Cavanagh
將 Kuin 士 Tse 相 Xiong 車 Kee 馬 Mah 炮 Pao 卒 Chut

All identical-suit sets of the double suit are worth double points, both dealt and melded.

NORMAL SETS

See opposite for a description of how sets work.

Dealt Pts	Set	Melded Pts
8	4-of-a-kind 馬馬馬馬 炮炮炮炮 excl. 將	6
4	4-colour 馬馬馬馬 卒卒卒卒 excl. 將	4
3	3-of-a-kind 車車車 相相相 excl. 將	1
1	3-colour 士士士 卒卒卒 excl. 將	1
2	Kuin-Tse-Xiong 將士相 將士相	2
1	Kee-Mah-Pau 車馬炮 車馬炮	1
1	Kuin (single) 將	1
0	Pair 卒卒 士士	0*

*Can only meld if one has >20 points

KUIN SETS

These sets must be formed using only Kuin. Only the 4-of-a-kind can be melded.

12	4-of-a-kind 將將將將 將將將將	12
10	4-colour 將將將將	N/A
8	any 4-Kuin combo 將將將將 將將將將 將將將將 將將將將	N/A

OVERVIEW

This game builds the same core rules of Sisepai. See opposite for the basic rules regarding cards, deck and gameplay. Unlike normal Sisepai, in Dirty King there are many more sets that can be formed, a winning hand consists of 26 cards, and there are more stringent conditions on winning.

STARTING THE GAME

The dealer deals each player 25 cards, and an extra card to the starting player. That player then starts the game by discarding one card. If any player lacks a 3-of-a-kind or Kuin, then the cards are re-dealt.

DOUBLE SUIT

Once the dealer deals the cards, they must place an additional card face-up sticking out from the bottom of the deck. All sets consisting solely of cards from this suit **are worth double points**. The Kuin cannot be used as the double suit.

MELDING

In general, the rules are similar to Sisepai. Players can only **meld identical sets out of turn** (only 3-of-a-kind and 4-of-a-kind general sets, plus 4-of-a-kind Kuin sets). The highest set wins with priority given first to the current player, then counter-clockwise.

WINNING

A player wins if they have a complete hand (no loose cards/lang pai) subject to the following conditions:

1) The hand is worth more than 20 points

2) The score is **even**

Thus a score of 21 cannot win, but 22 can (and so on). If a player forms a complete card but cannot win then they must break a set in their hand to discard. If a player has no cards to discard then they must end their turn. If multiple players call Kuin, the priority goes to the player closest to the current player.