**Tichu Cheat Sheet**

**Legal Combinations** (not ordered; players must play exact same combination type as was led):
- Single Card (7)
- Pair (33)
- 2+ Consecutive Pairs (44,55)
- 3 of a Kind (777)
- 5+ Length straight (910JQK)
- Full House 3+2 (88822)

**Bombs** (may be played out of sequence):
- 4 of a Kind (9999)
- 5+ Straight Flush (23456 of Swords)

Bombs can not include the Phoenix.
More cards bomb beats fewer cards bomb.

**Scoring:**
- Tichu +/- 100 Points (before card play)
- Grand Tichu +/- 200 Points (8 cards)
- Out 1st and 2nd - 200 Points and skip card pts.

**Card Points:**
- 5 5
- 10 10
- K 10
- Phoenix -25
- Dragon 25 (but trick is given away)

**Special cards:**
- 1/Mahjong: Gives first lead. May name a rank which next person must play if possible.
- Dog: Only playable with the lead and passes lead to partner.
- Dragon: Only playable as a single card. Very highest single card. Must give trick away.
- Phoenix: Wild if played with other cards, otherwise prior card +1/2. Can’t beat Dragon.

**Pass Convention**
- 3 < 5 < 7 < 9 < J < K < A < Q < 10 < 8 < 6 < 4 < 2

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