

# YUM CHA

## 飲茶

Yum Cha is a 2 to 6 player set-building card game. Players take turn drawing and discarding cards to make sets of dim sums. The aim of a round is to make a complete hand, comprising of 3 sets of three unique dim sums and 1 pair of identical tea.

When a player completes a hand the round ends. All other players score zero unless they have takeaway cards in their hand. Takeaway cards allow players to takeaway complete sets of dim sums from their hand. It offers a safeguard and guaranteed points.

A game of Yum Cha is played for 4 rounds. The objective is to accumulate the most points after 4 rounds and the winner wins the honour to 'Pay the Bill'.

### Setup

- **Ten** cards are dealt to each player.
- Place remaining cards face-down.
- The person who went to Yum Cha most recently starts the first round. Winner starts the following rounds.
- Ensure the 'Pay the Bill' card is not in play.

## How to Yum Cha

Players take turn, clockwise, drawing a card from either the deck or any discarded cards from the centre. The player decides which cards to keep and end their turn by discarding a card into the centre face-up, leaving 10 cards in their hand. Cards in the centre is free for all.

A set of dim sums consists of three unique dim sums from the same tier. Duplicate dim sums cannot form a part of a set. A pair of tea consists of two tea cards of the same flavour.

A round of Yum Cha ends when a player draws the **eleventh** card making a complete hand, revealing **3 sets of dim sums and 1 pair of tea** and announcing **Yum Cha!**

### Making a Complete Hand



Each dim sum is unique.



Same tiers are legal.



Three sets of dim sums...



... and a pair of identical tea makes a complete hand. 2

## Scoring

Sets of Small, Mid, Big and Dessert tier dim sums are worth **1 point**.



Sets of Special, Super and Top tier dim sums are worth **2 points**.



A pair of Tea will either **double** or **triple** the total points scored.

## Complete Hand scoring example



Dessert = 1 pt



Big = 1 pt



Top = 2 pts



Dragon Well = x3

$(1 \text{ pt} + 1 \text{ pt} + 2 \text{ pts}) \times 3 = 12 \text{ pts}$

## Players without a Complete Hand

All players who failed to complete their hand scores zero points unless they have their own takeaway sets.

## Takeaway Sets

Players who hold takeaway cards may also score in this round. For every takeaway card a player holds at the end of the round, they can takeaway one complete set of 3 unique dim sums from their hand. They can not steal sets from other players. Up to 2 sets can be made per player. Takeaway cards cannot be used in conjunction with tea cards. In real life, you do not takeaway tea.

## Takeaway scoring example

First takeaway set.



Mid = 1 pt

Second takeaway set.



Special = 2 pts

$(1 \text{ pt} + 2 \text{ pts}) \times 1 = 3 \text{ pts}$

## Paying the Bill

Calculate scores after each round. The player with the most points after 4 rounds wins the honour to 'Pay the Bill' and is declared the winner.