

Tien Len

2-5 players

52 cards

Difficulty: Medium

Duration: Short

Be the first to shed all 13 cards by playing increasingly powerful combinations.

SETUP

- Use a standard 52-card deck.
- Deal 13 cards each to 4 players.
- Ranking: 3 (low) through 2 (high); suits: Hearts > Diamonds > Clubs > Spades.

SCORING

- First player out wins the round.
- Four of a kind or consecutive double pairs act as bombs that beat any single 2.
- The 2 of Hearts is the most powerful single card in the game.

Tip: Save your 2s for seizing control; do not lead with them early.

ON YOUR TURN

- Play the same combination type (single, pair, triple, run) but of higher rank.
- Pass if you cannot or choose not to beat it; passing locks you out until a new round.
- When all others pass, start a new round with any combination.

Tien Len is Vietnam's most popular card game, a climbing game where players compete to shed all their cards by playing increasingly powerful combinations. With a unique suit hierarchy and powerful 2s, it creates a dynamic, exciting competition.

Objective

Be the first player to play all your cards. Cards are played in combinations that must beat the previous play, with the 2 being the highest card.

Setup

1. **Players:** 4 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** 13 cards each.
4. **Card Ranking:** 3 (lowest) through 2 (highest). Suit ranking: Hearts > Diamonds > Clubs > Spades.
5. **First Lead:** The player with the 3 of Spades starts the first game.

Valid Combinations

1. **Singles:** Any single card.
2. **Pairs:** Two cards of the same rank.
3. **Triples:** Three cards of the same rank.
4. **Runs:** Three or more consecutive cards (e.g., 3-4-5). Suit need not match. 2s cannot be used in runs.
5. **Double Runs:** Three or more consecutive pairs (e.g., 3-3-4-4-5-5).

Gameplay

1. **Playing:** You must play the same type of combination as the lead (single on single, pair on pair, etc.) but of higher rank.
2. **Passing:** If you cannot or choose not to beat the current play, you pass. Once you pass, you cannot play again until a new round starts.
3. **New Round:** When all other players pass, the last player to play starts a new round with any combination.
4. **Bombs:** Four of a kind or a sequence of three or more double pairs can beat a 2, regardless of the current combination type.

Tips and Strategies

- 2s are the most powerful singles — use them to seize control when needed.
- Build long runs to shed many cards at once.
- Save your strongest combinations for when you need to regain the lead.

Tips & Strategy

Managing your 2s is the most important skill. They are immensely powerful but also vulnerable to bombs. Use them wisely rather than leading with them.

The suit hierarchy (Hearts > Diamonds > Clubs > Spades) matters for tiebreaking. The 2 of Hearts is the single most powerful card in the game.