

Dou Di Zhu

Dou Di Zhu (also called Fight the Landlord) is a game for 3 players. The game is played with a 54-card deck (52 cards and 2 jokers). The object of the game is to be the first to get rid of all your cards.

Card Ranks

The cards ranks in the following order:

3	4	5	6	7	8	9	10	J	Q	K	A	2	Black Joker	Red Joker
← Low									High →					

All the suits have the same value.

Dealing

Each player is dealt 17 cards, 3 cards are dealt face down into the middle.

Bidding

The bidding round decides which of the players becomes the landlord.

The first bidder is decided by a pre-bidding round, where each player is dealt a card. The one who is dealt the wild card begins the bidding.

In the bidding round the players can pass, or bid one, two or three points. Every player must bid more than the previous player, or pass. If all players pass, the cards are dealt again. The player who bids the most, wins the bidding round, takes the three cards from the center and becomes the landlord. If a player bids three points, he wins the bidding round immediately. If all players pass, then the cards are dealt again and a new bidding round starts.

Once the landlord is determined, he is given the 3 cards in the middle. Other two players play against the landlord.

Playing

The landlord begins the play by playing a card combination. Each next player has to submit a stronger combination consisting of the same number of cards (except Bomb or Rocket) or pass. When all other players pass, the last player begins again by playing a combination. The game finishes when one of the players is out of cards. This player is the winner.

Card Combinations

Card combinations are ranked in the following order from lowest to highest.

Single Card

One card.

When comparing Single Cards, the higher card wins.

Highest: Red Joker

Lowest: 3

Pair

Two cards with the same rank, except two Jokers.

When comparing Pairs, the highest Pair wins.

Highest: 2; 2

Lowest: 3, 3

Three of a Kind

Three cards with the same rank.

When comparing Three of a Kinds, the combination with the highest rank wins. Ex. K, K, K beats Q, Q, Q

Highest: 2, 2, 2

Lowest: 3, 3, 3

Three of a Kind plus a Single Card

Three of a Kind plus a Single Card. For example: 3, 3, 3 + 6. If a player plays this combination, other players must play the same combination, they cannot play Three of a Kind plus a Pair.

When comparing combinations, the rank of the Three of a Kind counts.

Highest: 2, 2, 2 plus Single Card

Lowest: 3, 3, 3 plus Single Card

Three of a Kind plus a Pair

The same as above except the Three of a Kind is followed by a Pair. For example: 3, 3, 3 + 9, 9. If a player plays Three of a Kind plus a Pair, other players must play the same combination, they cannot play Three of a Kind plus a Single Card.

When comparing combinations, the rank of the Three of a Kind counts.

Highest: 2, 2, 2 + Pair

Lowest: 3, 3, 3 + Pair

Straight

A Straight with five or more cards of sequential rank. For example: 4, 5, 6, 7, 8 or 4, 5, 6, 7, 8, 9, 10, J, Q, K, A. The two and the jokers cannot be included in a Straight. In the case of a Straight the following player must lay down the same number of cards. For example, if the new hand starts with a five card Straight, the next hand must also be a five card Straight.

When comparing Straights, the Straight with highest card will win.

Highest: A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3

Lowest: 7, 6, 5, 4, 3

Pair Straight

At least three Pairs of sequential rank. For example: 3, 3, 4, 4, 5, 5 or 7, 7, 8, 8, 9, 9, 10, 10, J, J. The two and the jokers cannot be included in a Pair Straight.

When comparing Pair Straights, the Straight with highest Pair will win.

Highest: A, A, K, K, Q, Q

Lowest: 3, 3, 4, 4, 5, 5

Three of a Kind Straight (Airplane)

At least two sets of Three of a Kinds of sequential rank. For example: 3, 3, 3, 4, 4, 4, 5, 5, 5, 6, 6, 6, 7, 7, 7, 8, 8, 8. The two and the jokers cannot be included in a Three of a Kind Straight.

When comparing Three of a Kind Straights, the Straight with highest Three of a Kind will win.

Highest: A, A, A, K, K, K

Lowest: 3, 3, 3, 4, 4, 4

Three of a Kind Straight plus Single Cards

At least two sets of Three of a Kinds of sequential rank plus Single Cards. The number of Single Cards is equal to the number of Three of a Kinds. For example: 4, 4, 4, 5, 5, 5 + 7, 9 or 6, 6, 6, 7, 7, 7 + J, K. When comparing Three of a Kind Straights plus Singles, the Straight with highest Three of a Kind will win

Highest: A, A, A, K, K, K, a Single, a Single

Lowest: 3, 3, 3, 4, 4, 4, a Single, a Single

Three of a Kind Straight plus Pairs

At least two sets of Three of a Kinds of sequential rank plus Pairs. The number of Pairs is equal to the number of Three of a Kinds. For example: 3, 3, 3, 4, 4, 4, 5, 5, 5 + 7, 7, 9, 9, J, J or 7, 7, 7, 8, 8, 8, 9, 9, 9 + 3, 3, 10, 10, Q, Q.

When comparing Three of a Kind Straights plus Pairs, the Straight with highest Three of a Kind will win.

Highest: A, A, A, K, K, K, a Pair, a Pair

Lowest: 3, 3, 3, 4, 4, 4, a Pair, a Pair

Four of Kind plus Two Singles

A Four of a Kind plus Two Singles. For example: 5, 5, 5, 5 + 3, 8. This is not the same as a Bomb.

When comparing Four of Kind plus Two Singles, the hand with the highest Four of a Kind will win.

Highest: 2, 2, 2, 2, a Single, a Single

Lowest: 3, 3, 3, 3, a Single, a Single

Four of Kind plus Two Pairs

Four of a Kind plus Two Pairs. For example: 4, 4, 4, 4 + 5, 5, 7, 7. This is not the same as a Bomb.

When comparing Four of a Kind plus Two Pairs, the hand with highest Four of a Kind will win.

Highest: 2, 2, 2, 2, a Pair, a Pair

Lowest: 3, 3, 3, 3, a Pair, a Pair

Bomb – Four of a Kind

Four cards with the same rank, or Four of a Kind. Bombs can be played continuously. For example, if a player discards 5, 5, 5, 5, the following player can counter with 7, 7, 7, 7.

When comparing bombs, then the combination with highest four of kind will win.

Highest: 2, 2, 2, 2

Lowest: 3, 3, 3, 3

Rocket – Pair of Jokers

Pair of Jokers.

You can use the Rocket and the Bomb to win over any hand type. For example, if a player lays down a Three of a Kind, another player can counter with a Rocket or a Bomb – they can use these at any time, regardless of the number of cards that were submitted in the current card combination.

Multipliers

A multiplier is an event when the point value of the hand is doubled. Multipliers can be played several times during a hand, and the point value is doubled each time. For example, two points are bid initially, and one "Bomb" and one "Rocket" are played during the hand. The point total of the game is then eight ($2 \times 2 \times 2 = 8$, the landlord gets 8 points from both non-landlords, or both non-landlords get 8 points from the landlord, depending on the winner).

The following events serve as doubles:

- The Bomb is played.
- The Rocket is played.
- Both non-landlords discard no cards during the hand.
- The landlord discards cards only once.

Scoring and Payments

If the winner is the landlord, he gets the point amount bid at the start of the game from each player. If the winner is a non-landlord, both non-landlords get the maximum point amount bid at the start of the game (one, two or three). The non-winning player(s) pay the winner(s) the respective amount, according to the "\$ per point" value.

Low On Cash Rule

No player can win or lose more than he had at the start of the hand.

If the landlord does not have enough to pay, he will pay as much as possible to both non-landlord players. If one of the non-landlord players does not have enough cash to pay, both non-landlord players will pay the same amount (as much as possible according to the lowest player's cash table balance) to the landlord.

On the other hand, if the low on cash player won – the payment to him is capped for each player's betting calculations. The amount will be capped relative to the funds the player had at the beginning of the hand.

Disconnection Policy

If you are disconnected from the internet, you have the duration of the hand to reconnect and resume the hand. The hand will progress even if you've been disconnected. It is up to the player to ensure his connection is reliable.

If you fail to reconnect during the specified time, your hand is played automatically by the software.

After the end of the hand you are logged off.

When you become disconnected during a tournament, you surrender until your tournament chip balance reaches 0 or you are able to reconnect.

Rake

A fixed rake of 5% (non-capped) will be charged from every player for every hand played.