



Cho Dai Di or Big 2

Cho Dai Di (also called Big 2) is a game for 2, 3, or 4 players. The game is played with a standard 52-card deck. Each player is dealt 13 cards. The object is to be the first to discard all your cards.

Playing

The player holding 3 (the lowest ranked card) starts the first trick by discarding a card set that includes the 3. Each player, in turn, plays a higher card set (using the same number of cards) or passes. This continues until all players except one pass. The remaining player then starts a new trick with any card set.





Example: Player A begins by playing 3 by itself. Player B can only follow with another single, say 9. Player C is now restricted to singles higher than 9, that is, 9 of a stronger suit, 10, J, Q, K, A, or 2. If Player C holds no singles higher than 9, (or, more likely, wishes to hold onto multiple higher cards for later rounds), he'll pass. If Player D and Player A then pass, Player B wins the trick and can open the next trick with whatever he chooses.



The game round ends when a player has discarded all his cards.

After each game round the dealer button moves one position in a clockwise and play direction is switched from clockwise to counter-clockwise or vice versa.

Suit and Card Ranks

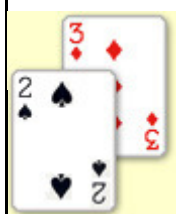





Suits and cards are ranked in the following order:














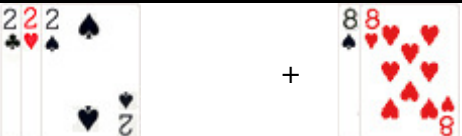
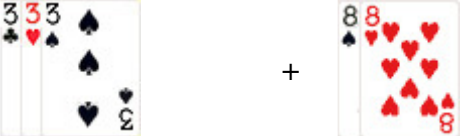
3	4	5	6	7	8	9	10	J	Q	K	A	2
← Low						High →						





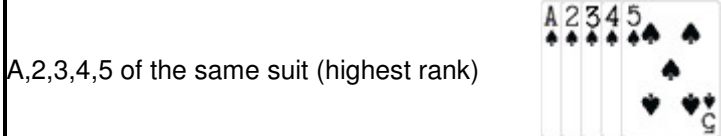
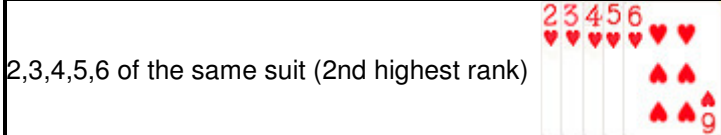
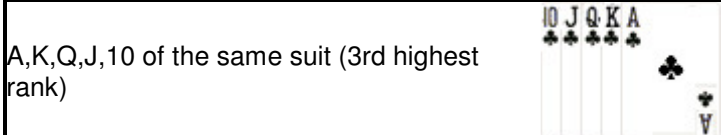
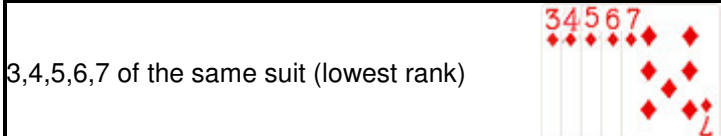
2 is the strongest card in the game (hence the name Big 2) and 3 is the lowest card. In straights, 2 still goes between A and 3.

Card Combinations

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

Single card 	2 (highest rank)	
	3 (lowest rank)	
Pair 	2, 2 (highest rank)	
	3, 3 (lowest rank)	
* if players have the Pairs of the same rank, then suits decide the strongest (the Pair containing the Spade is the strongest).		

Three of a Kind 	2,2,2 (highest rank)	
	3,3,3 (lowest rank)	
Five Card Straight 	A,2,3,4,5 (highest rank)	
	2,3,4,5,6 (2nd highest rank)	
	A,K,Q,J,10 (3rd highest rank)	
	4,5,6,7,8 (2nd lowest rank)	
	3,4,5,6,7 (lowest rank)	
<p>If two or more players have A,2,3,4,5 then the suit of 2 decides the strongest. If two or more players have 2,3,4,5,6 then the suit of 2 decides the strongest. If two or more players have 3,4,5,6,7 then the suit of 7 decides the strongest. J, Q, K, A, 2 is not a straight.</p>		
Flushes 5 card 	2 (highest rank)	
	A (2nd highest rank)	
<p>If two or more players have the same 5 cards, then the suit of the Flush decides the strongest.</p>		
Full house 	2,2,2, + any pair (highest rank)	
	3,3,3, + any pair (lowest rank)	

Four of a kind+ Kicker 	2,2,2,2 + any card (highest rank) 
	3,3,3,3 + any card (lowest rank) 
Straight flush 	A,2,3,4,5 of the same suit (highest rank) 
	2,3,4,5,6 of the same suit (2nd highest rank) 
	A,K,Q,J,10 of the same suit (3rd highest rank) 
	3,4,5,6,7 of the same suit (lowest rank) 
	If two or more players have the same rank of straight then the suit decides the strongest.

The Assistant Rule

When a player has 1 card left, the previous player (the assistant) must play his best possible card set. The assistant can play a multiple-card set, or, if that's impossible, play his highest possible single card. If the assistant fails to do this, and the next player wins, the assistant covers everyone's losses and can't take money from other players.

AutoPass

A player passes automatically:

When 2 of spade is played alone, or as part of a pair or 3-of-a-Kind.

When a player holds fewer cards than the number of cards played in the preceding set.

Scoring and Payments

At the end of the game round, players compare their hands. A player earns points from all players who have more cards than him. Thus the winner earns points from all other players. The player with the most cards earns nothing and only pays winnings to others. Each card counts as one point.

The direction of play is to the left. At the end of a hand each player has the following number of cards:

Player A - 3 cards	
Player D - 4 cards	Player B - 0 cards (winner)
Player C - 1 card	

Player B wins the game and therefore initiates the payments. The payments will proceed in the following order:

Player B vs Player C

Player B vs Player D

Player B vs Player A

Player C vs Player D
Player C vs Player A
Player D vs Player A

In the above example:

Player B would win 8points.
Player C would win 4points.
Player D would lose 8points.
Player A would lose 4points.

Low On Cash Rule

No player can win or lose more than he had at the start of the hand. Players exchange money in the usual order (1 vs. 2, then 1 vs. 3, then 1 vs. 4, then 2 vs. 3, then 2 vs. 4, then 3 vs. 3, then 3 vs. 4) until the "Low On Cash" player runs out of money, or has collected more than he had at the beginning of the round. No more money is exchanged with this player during this 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 be reconnected.

Super Variation

In Super Cho Dai Di the point amount is multiplied by a factor that depends on the number of cards the player has left.

No. of cards	Points scored
Less than 8	Actual number of cards
8, 9 or 10	Twice the number of cards (16, 18 or 20 points)
11, 12 or 13	Three times the number of cards (33,36 or 39 points)

Rake

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

Tournament Play

In tournament play there are some minor variations to the above mentioned rules.

Only the very first hand is initiated with the lowest ranked card, for every subsequent hand the winner of the previous hand goes first and may discard cards of any value he chooses.