

Chinese Poker or 13 Card Poker


There are 3 or 4 players (3 in Double Combo variation, 4 in all other variations). Each player is dealt 13 cards. The object is to arrange them into 3 groups: one consisting of 3 cards (front hand), second consisting of 5 cards (middle hand), and third consisting of 5 cards (back hand). Once arranged, you then compare hand-against-hand with other players and each hand that ranks higher than your opponent's corresponding hand earns you 1 point, each hand that ranks lower earns your opponent 1 point. You are paid / pay to your opponent according to the point total. Hands are compared and payments are made between all participating players.

After each hand the dealer button moves one place to the left.




A player's back hand must be stronger than his middle hand, and his middle hand must be stronger than his front hand. Otherwise, the player pays a penalty to each opponent for wrong arrangement.

Example Hand

Say you're dealt the following cards:



You could arrange them like this:

Front hand	Middle hand	Back hand
		





The back hand (Straight Flush) beats the middle hand (Four of a Kind), which beats the front hand (Three of a Kind).

Once the hands are played, each player compares his 3 hands against those of each of the other players. So in a 4 player game, each player makes 3 separate comparisons, one against each other player.

You win 1 point for each corresponding hand of another player that you beat and lose 1 for each hand that beats you.


Suits












Suits are ranked in the following order.




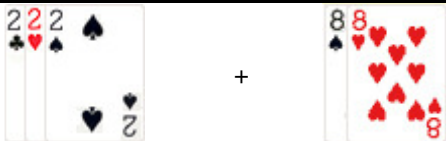






Suits	Spade (highest rank)	
	Hearts (2nd highest rank)	
	Clubs (2nd lowest rank)	
	Diamond (lowest rank)	

Card Combinations

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

1 Pair	A,A, (highest rank)	
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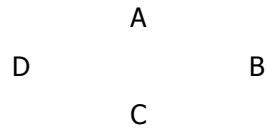
	2,2, (lowest rank)	
	* if players have the same Pair, then the remaining 3rd card will decide.	
Two Pairs	A,A,K,K (highest rank)	
	A,A,Q,Q (2nd higher rank)	
	2,2,4,4 (2nd lower rank)	
	2,2,3,3 (lowest rank)	
	* if players have the same Two Pairs, then the remaining 5th card will decide.	
Three of a Kind	A,A,A (highest rank)	
	2,2,2 (lowest rank)	
Straight 5 cards	A,K,Q,J,10, (highest rank)	
	A,K,Q,J,10, (2nd higher rank)	
	5,4,3,2,A, (2nd lower rank)	
	5,4,3,2,A, (lowest rank)	
	*if players have the same highest rank of Straight i.e. A,K,Q,J,10, then the suits of A will decide.	
	* if players have the same lowest rank of Straight i.e. 5,4,3,2,A, then the suits of 5 will decide.	

Flushes of 5 cards	9,J,Q,K,A (Highest Rank)	
	2,3,4,5,7 (Lowest Rank)	
	* In Flushes, the 5 cards value is the priority of comparison. * If players have the same number of 5 cards on Flushes, then the suits will decide the winner.	
Full House	A,A,A, + any Pair (highest rank)	
	2,2,2, + any Pair (lowest rank)	
Four of a Kind	A,A,A,A, (highest rank)	
	2,2,2,2,(lowest rank)	
Straight Flush	K,Q,J,10,9 (highest rank)	
	5,4,3,2,1, (lowest rank)	
	* if players have the same number of 5 cards on Straight Flushes, then the suits will decide.	
Royal Flush	A,K,Q,J,10 (highest rank)	
	A,K,Q,J,10 (lowest rank)	

Only 3 combinations are possible for the front hand: 3-of-a-Kind, pair, and high card. Straights and flushes don't count.

Playing Order

Player with the dealer button is the last one to compare his cards. Comparing the hands starts from the player left of the dealer button, this player compares his hands with all other players.



When D is the dealer, the hands are compared in the following order:

1. A vs. B
2. A vs. C
3. A vs. D
4. B vs. C
5. B vs. D
6. C vs. D

Example of Play

Player A		
Front	Middle	Back

Player B		
Front	Middle	Back

Player C		
Front	Middle	Back

Player D		
Front	Middle	Back

Every player's back hand goes against each of the other players' back hands, middle hand vs. middle hands, etc. So:

	A	B	C	D
B	A wins every hand. A wins 3 points from B			

C	A wins the back, C wins the front and middle. C wins 1 point from A.	C wins every hand. C wins 3 points from B.		
D	A wins the front and middle, D wins the back. A wins 1 point from D.	B wins the middle, D wins the front and back. D wins 1 point from B.	C wins the middle and front, D wins the back. C wins 1 point from D.	
TOTAL	A gains 3 points	B loses 7 points	C gains 5 points	D loses 1 point

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 arranged automatically by the software. The strongest 5-card combination goes to the back hand, the strongest remaining 5 card combination goes to the middle hand and the remaining 3 cards are the front hand.

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.

Eastern Variation

When playing the Eastern Variation of the game, bonus points are awarded for having certain combinations in certain hands:

	Front	Middle	Back
3-of-a-Kind	3		
Full House		2	
4-of-a-Kind		8	4
Straight Flush		10	5
Royal Flush		14	7

We know that if a player wins 2 hands against a particular opponent, he earns a net 1 point from that opponent. When a bonus combination is involved, the winning hand earns only the bonus points. So if a player wins all 3 hands with a 4-of-a-Kind in the back hand, he wins 6 points (2 points for the front and middle hands and the bonus 4 points for the back hand).

Western Variation

In addition to the Basic point system the Western variation awards one additional point to the player who wins the majority of hands. If a player beats his opponent with two out of the three hands, he receives a total of two points. If a player wins all three hands, he receives 4 points.

Double Combo Variation



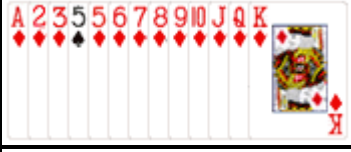



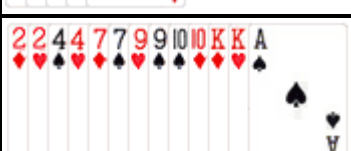
In Double Combo, there are 3 players instead of 4.

First, Eastern Variation combinations are checked for and points awarded for. If none are found, the Western Variation rules apply and the player is awarded points for these, if applicable.

Clean Sweep Hands

A Clean Sweep Hand is one of several groups with a special ranking that wins automatically. When you have a Clean Sweep hand, you have click on **Declare**, otherwise you play it as a regular hand.

If you declare a Clean Sweep hand, but cannot produce it, your hand is ruled invalid and you pay a penalty.

Highest		13 cards of one suit	13 points
2nd Highest		One of every rank	13 points
3rd Highest		Exactly 12 cards of one suit + kicker	8 points
4th Highest		Three of a Kind+5 pairs	4 points
5th Highest		3 Straights	4 points
6th Highest		3 Flushes	3 points
7th Highest		6 Pairs	3 points

If multiple players have a Clean Sweep hand, the highest ranking hand wins the total point value for that hand; the value for the lower ranking Clean Sweep hand won't be subtracted (eg. Player A has Dragon and Player B has 6 Pairs. Player A wins 13 points from Player B).

Clean Sweep hands of the same ranking tie, no money is exchanged between these 2 players, but they collect from the others.

Rake

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