

## Chinese Poker or 13 Card Poker

This game is played with 4 players. Each player is dealt 13 cards. The object is to arrange them into 3 groups: one consisting of 3 cards (front hand), and two consisting of 5 cards each (middle and back hands). Once arranged, you then compare hand-against-hand with other players. 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. Payouts are made according to the point total at the end of the round. Hands are compared and payments are made between all participating players. After each round, the dealer button moves one place clockwise.


A player's back hand must be stronger than his middle hand, and his middle hand must be stronger than his front hand.

If a player fails to set front, middle and back hands in the proper ranking order, the group fouls (invalid hand) and the player pays a penalty to each opponent:




- Against a Clean Sweep hand, the value of the Clean Sweep hand (see below for an explanation of the Clean Sweep hand).
- Against a regular hand, 3 points + any opponent's bonus (in a Bonus Group table, see below for an explanation).

### Example Hand

Say you are 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.

<p><b>Suits</b></p>	<p>Spade (highest rank)</p> 
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	<p>Hearts (2nd highest rank)</p> 
	<p>Clubs (2nd lowest rank)</p> 
	<p>Diamond (lowest rank)</p> 

### Card Combinations

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

<b>1 Pair</b>	<p>A,A, (highest rank)</p> 
	<p>2,2, (lowest rank)</p> 
	<p>*if players have the same Pair, then the remaining 3rd card will decide.</p>
<b>Two Pairs</b>	<p>A,A,K,K (highest rank)</p> 

A,A,Q,Q (2nd highest rank)



2,2,4,4 (2nd lowest 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 highest 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**

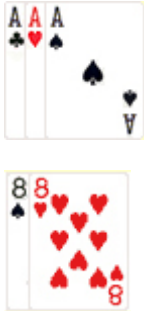





9,J,Q,K,A (Highest Rank)





2,3,4,5,7 (Lowest Rank)



\*The card value decides the stronger Flush. If players have 5 cards of identical value, then the suits decide the winner.

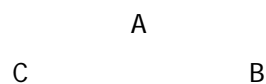
<b>Full House</b>	A,A,A, + any Pair (highest rank)	
	2,2,2, + any Pair (lowest rank)	
<b>Four of a Kind</b>	A,A,A,A, (highest rank)	
	2,2,2,2, (lowest rank)	
<b>Straight Flush</b>	K,Q,J,10,9 (highest rank)	
	5,4,3,2,1, (lowest rank)	
		*if players have the same number of 5 cards on Straight Flushes, then the suits will decide.

<b>Royal Flush</b>	A,K,Q,J,10 (highest rank)
	
	A,K,Q,J,10 (lowest rank)
	

Only 3 combinations are possible for the front hand: Three of a Kind, Pair, and High Card. Straights and Flushes do not count.

### Playing Order

The player who has 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 C is the dealer, the hands are compared in the following order:

1. A vs. B
2. A vs. C
3. B vs. C

### Scoring



1. A player gets 1 point for every hand that beats the opponent.
2. Bonus Group points are awarded, if applicable. This means that a player gets bonus points 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




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 Four 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).

If no Bonus Group combinations are found, one additional point goes 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.

## Example of Play

Player A		
Front	Middle	Back
		

Player B		
Front	Middle	Back
		










Player C		
Front	Middle	Back
		



Every player's back hand goes against each of the other players' back hands, middle hand vs. middle hands, etc. No Bonus Group hands exist in this round, so an additional point is awarded to the player who wins the majority of hands.

	A	B	C
B	A wins every hand. A wins 4 points from B		
C	A wins the back, C wins the front and middle. C wins 2 point from A.	C wins every hand. C wins 4 points from B.	
TOTAL	A gains 2 points	B loses 8 points	C gains 6 points

## 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 to click on Claim, otherwise you play it as a regular hand. If you claim 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 will not be subtracted (e.g. 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.

### 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.

For example, Player A wins, at the start of the round he had \$25.19 and every player has to pay him \$15. Player B pays him \$15, player C pays only \$10.19 and player D pays nothing.

This rule does not apply in tournaments. A player can win more than what he had left in his tournament chip balance in the beginning of the round.

### 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 have 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.

### Rake

5% rake will be deducted from all winnings.

Minimum Amount to Start Play	US\$ 15.00	US\$ 22.00	US\$ 30.00	US\$ 45.00	US\$ 60.00	US\$ 75.00	US\$ 90.00
Minimum Amount when top-up required to continue play	US\$ 2.50	US\$ 3.75	US\$ 5.00	US\$ 7.50	US\$ 10.00	US\$ 12.50	US\$ 15.00
Minimum Amount to Start Play	US\$ 150.00	US\$ 225.00	US\$ 300.00	US\$ 450.00	US\$ 600.00	US\$ 750.00	US\$ 2,500.00
Minimum Amount when top-up required to continue play	US\$ 25.00	US\$ 37.50	US\$ 50.00	US\$ 75.00	US\$ 100.00	US\$ 125.00	US\$ 250.00