

## 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 of Diamonds (the lowest ranked card) starts the first trick by discarding a card set that includes the 3 of Diamonds. 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. Passing does not prevent a player from playing subsequent hands in the same trick.

**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 will 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 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:

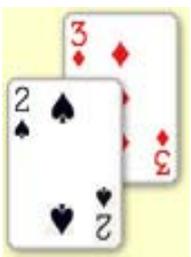
3	4	5	6	7	8	9	10	J	Q	K	A	2
← Low		♦	♣	♥	♠	High →						

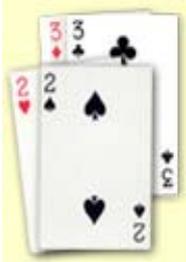
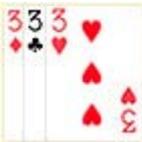
2 of Spades is the strongest card in the game (hence the name Big 2) and 3 of Diamonds is the lowest card.

In straights, 2 still goes between A and 3.

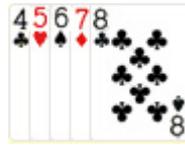
### Card Combinations

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

<p><b>Single card</b></p> 	<p>2 (highest rank)</p> 
	<p>3 (lowest rank)</p> 

<p><b>Pair</b></p> 	<p>2, 2 (highest rank)</p> 
	<p>3, 3 (lowest rank)</p> 
	<p>*if players have Pairs of the same rank, then suits decide the strongest (the Pair containing Spades is the strongest).</p>
<p><b>Three of a Kind</b></p> 	<p>2,2,2 (highest rank)</p> 
	<p>3,3,3 (lowest rank)</p> 
<p><b>Five Card Straight</b></p> 	<p>A,2,3,4,5 (highest rank)</p> 
	<p>2,3,4,5,6 (2nd highest rank)</p> 
	<p>A,K,Q,J,10 (3rd highest rank)</p> 

4,5,6,7,8, (2nd lowest rank)



3,4,5,6,7 (lowest rank)



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.

**Flushes 5 card**



2 (highest rank)



A (2nd highest rank)



If two or more players have the same 5 cards, then the suit of the Flush decides the strongest.

**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)



	<p>A,K,Q,J,10 of the same suit (3rd highest rank)</p> 
	<p>3,4,5,6,7 of the same suit (lowest rank)</p> 
	<p>If two or more players have the same rank of Straight, then the suit decides the strongest.</p>

### 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 is 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 cannot take money from other players.

### AutoPass

A player passes automatically:

- When 2 of Spades 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

The number of points a player will be required to pay is the number of cards remaining in a player's hand, multiplied by one, two or three.

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)

The player who wins the hand will start the betting and the betting will follow the direction of play at the table.

Example:

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

<b>Player A - 3 cards</b>	
<b>Player D - 8 cards</b>	<b>Player B - 0 cards (winner)</b>
<b>Player C - 1 card</b>	

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

Player B wins from Player C: 1 point.

Player B wins from Player D: 16 points.

Player B wins from Player A: 3 points.  
Player C wins from Player D: 15 points (8 multiplied by 2, minus 1).  
Player C wins from Player A: 2 points.  
Player D loses to Player A: 13 points (8 multiplied by 2, minus 1).

**In the above example:**

Player B would win 20 points.  
Player C would win 16 points.  
Player D would lose 44 points.  
Player A would win 8 points.

### **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 has \$10.00 on the table, therefore Player A is not able to win or lose more than \$10.00.

For example: Player A has \$100 and wins on a \$10 per point table (A - 0 cards, B - 7 cards, C - 6 cards, D - 3 cards), then Player A wins \$70 from Player B, and \$30 from Player C. Player D does not pay anything.

### **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 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**

5% rake will be deducted from all winnings.

The minimum amount to start play is 50 times the Per Card value.

The minimum amount when top-up required to continue play is 10 times the Per Card value.

### **Tournament Play**

In tournament play there are some minor variations to the abovementioned 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.