

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. Note that 2 is a high card.

Dealing

Each player is dealt 17 cards. 3 cards are dealt face down, in the middle of the table.

Bidding

The bidding round establishes the player who will become 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.

During a tournament, if all players pass in three consecutive bidding rounds, the player who started the bidding in the third round becomes the landlord automatically. The bid will be 1 point.

Once the landlord is established, he is given the 3 cards in the middle. The other two players play against the landlord.

Playing

The landlord begins the round by playing a card combination. Every player in turn has to play a stronger combination, consisting of the same number of cards (except Bomb or Rocket), or pass. When all other players have passed, 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

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

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 2 and Joker cards cannot be included in a Straight. If a Straight is played, the following player must lay down the same number of cards. For example, if a new round starts with a five card Straight, the next player's hand must also be a five card Straight.

When comparing Straights, the Straight with highest card wins.

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 2 and Joker cards cannot be included in a Pair Straight.

When comparing Pair Straights, the Straight with highest Pair wins.

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 2 and Joker cards 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 wins.

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. Includes one Single Card per each Three of a Kind. 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 wins.

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

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

Three of a Kind Straight plus Pairs

At least two sets of Three of a Kind of sequential rank plus Pairs. Includes one Pair per each Three of a Kind. 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 the highest Three of a Kind wins.

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

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

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 a Kind plus Two Singles, the hand with the highest Four of a Kind wins.

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

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

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 the highest Four of a Kind wins.

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, the combination with the highest Four of a Kind wins.

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 played in the last card combination.

Note that a Bomb cannot be played on top of a Rocket.

Scoring and Payments

If the winner is the landlord, he gets the point amount of the winning 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). So if the bid is 2 points, and the landlord wins, he gets 2 points from each player – 4 points in total. If one of the non-landlords wins, the landlord gives 2 points to each of them, losing 4 points total.

The loser(s) pay the winner(s) the respective amount, according to the "\$ per point" value of the table.

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.

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 according 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 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 reconnected.

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 a top-up is required to continue play is 10 times the Per Card value.