

# **The playing rules of Dragon Poker**

## **BACKGROUND**

The Dragon Poker can be played by 2-4 players using the Chinese Poker Deck. This game takes the features from both the Western Poker game (5 or 7 cards Stud) and also the popular Chinese game of Mahjongg. As such it is a very unique game and can be played only with the Chinese Poker Deck.

## **PLAYING PRINCIPLE OF THE GAME**

Players of this game try to build up a certain hand or combination of cards like Mahjongg from his collection of six cards in order to win. Players take turn to deal the six cards to the other players one at a time. Before dealing, all players have to pay the ante of one unit. The first player on his left gets dealt first and then the dealing goes around in a clockwise direction. Very rarely will any player be dealt a winning hand of six cards right from the beginning. If so, the game ends abruptly and every player pays the winner a predetermined number of winning units (see below). In addition, the winning player also gets to win the pot.

The remaining cards are left as a deck and are placed somewhere near the pot and in a location most easily reached by all players. Assuming that nobody wins after the first dealing of six cards, the player who was dealt first has the right to exchange any number of his 6 cards up to a maximum of three. For every card that he wishes to exchange he has to put one unit into the pot. For example, if he wishes to exchange the maximum of three cards, then he has to put 3 units into the pot. The players put his to-be exchanged number of cards (1 to 3) face down to start a second deck of cards somewhere near the pot and accessible to all players. He receives the new cards from the original deck of remaining cards starting from the top.

Then it is the turn for the player on his left to exchange his cards. This goes on until all players have completed their first round of exchange. If during or after the first round of exchanges has been completed, one of the players obtains a winning hand, then the game ends and each of the other players has to pay the winner a predetermined number of units (see below). The winner also wins the pot.

This will go on until 1) there are less than 3 cards left in the original deck at the end of an exchange by a player or 2) one of the players obtains a winning hand.

For case #1 mentioned above, the exchanged deck together with the remaining cards from the original deck will be shuffled by the dealer and cut by another player and then put back as a new exchange deck of cards near the deck. The exchange of cards continues for the players until case #2 mentioned takes place. The game ends and

dependent upon the winning hand of the winner, each of the other players has to pay the winner a bonus (see below) in addition to the winner keeping the pot.

### TALLYING THE WINNINGS FOR THE WINNER

1. If any of the players obtains any of the possible winning hands (see below) immediately after the dealing of the first round of 6 cards, each of the other players has to pay him 100 units. If one or more of the players simultaneously obtain a winning hand under this circumstance, the player with the higher class of winning hands (see below) will be the winner.
2. If any of the players obtains any of the possible winning hands (see below) during the first round of card exchange, each of the other players has to pay him 50 units. There cannot be more than one winner in this case because of the sudden death rule, namely whoever amasses a winning hand first wins.
3. If any player wins with a Class 0 hand (see below), he will collect no additional winning bonus from the other players other than just winning the pot.
4. If any player wins with a Class 1 hand (see below), he will collect an additional one-half of the pot value from each player as bonus.
5. If any player wins with a Class 2 hand (see below), he will collect an additional full pot value from each player as bonus.
6. If any player wins with a Class 3 hand (see below), each player has to pay him an additional 100 units as bonus.
7. If any player wins with a Class 4 hand (see below), each player has to pay him an additional 200 units as bonus.
8. If any player wins with a Class 5 hand (see below), each player has to pay him an additional 400 units as bonus.

### DEFINITION FOR THE CLASSES OF WINNING HANDS

#### Class 0:

This hand comprises the cards [Any F or Feng Shui card, F1 – F5], GD, E, S, W, and N.

Class 1:

This hand comprises any triplet and a sequence of 3 from any suit. For example WWW and B4B5B6.

Class 2:

This hand comprises 2 triplets (EEE, F1F2F4 or WWW, GDGDGD) or 2 sequences of 3 from any suit (S1S2S3, C6C7C8).

Class 3:

This hand comprises two noncontiguous suit sequences of 3 from the same suit (B3B4N5, B7B8B9).

Class 4:

This hand comprises two contiguous suit sequences of 3 from the same suit (S4S5S6,S7S8S9).

Class 5:

This hand comprises all five of the Feng Shui cards, namely F1, F2, F3, F4 and F5.