

The playing rules for HOUDINI

Number of Players: Four to Six (Three is OK too but each player might have too many cards to start)

Game Winning Objective:

Depending upon the number of players, all the 52 cards of the Dragon deck will be dealt out completely to the players in a clockwise direction. If one player has one more card dealt to him or her, it is OK and will not affect the playing of the game.

The winning objective of the game is to try to get rid of the cards that are in the player's hand or possession as quickly as possible. The player who first gets rid of all his or her cards wins the game. To win this game, one has to have very good memory and observing all the time what card is being inquired of from which player and by which player together with the subsequent results. This would include the results of his own inquiries. Knowing exactly what has been inquired successfully or otherwise by all players is crucial in forming the ultimate strategy in how to win this game. The strategy adopted by him to plan to discard which sequences or groups of cards first also plays a crucial role in attaining the overall winning strategy.

A player can get rid of his or her cards if the cards in his or her possession match or complete the following groups or sequences:

1. All five Feng Shui cards, namely F1, F2, F3, F4 and F5
2. All four of the Green Dragon (GD)
3. All four of either the East (E1), South (S2), West (W3) or North (N4) wind directions
4. Sequences of 987, 654 or 321 of the three suits, namely Circles, Bamboos or Scripts.

How to play the game:

Starting with the player who deals the cards, he has the right to inquire, based upon the contents of his or her hand, any of the remaining players of any particular card, e.g. E1 in order that he improves the chance of him or her discarding the, in this case, four E1's. If he already has 3 E1's in his possession, it is very likely that he will inquire of the remaining players for the fourth E1 card so that according to the discarding rules above, he can immediately discard his four E1's in his possession. Likewise, if he has 9 and 7 cards of the Bamboo suit in his possession, his choice of his inquiry might very well be the 8 card of the Bamboo suit.

If the player's inquiry from any of the remaining players for a particular card is successful, then he can continue inquiring for the next. This goes on until his inquiry fails and the player sitting to his left would start his turn of inquiring. This will continue until one of the players successfully gets rid of all his cards in his possession and he will be declared the winner of the game.

.