

# Dou Dizhu (Landlord) (3p) Ø Ø Ø

## About

Dou Dizhu (Fight the Landlord) is a very popular game all over China. One player volunteers to become the Landlord and play against the other two who form a temporary partnership. The Landlord aims to be first to play all their cards, while the defenders work together to make sure that one of them uses all their own cards first.

## Players

Three

## Cards

54 cards (2 – A) (♥♦♣♠) + Jokers

## Deal

1 card is placed face up in the middle of the deck.  
Deal 17 cards to each player.  
Deal a 3-card kitty

## Ranking

R, B, 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3

Suits have no role in play

R = Red Joker    B = Black Joker

## Play

### Auction

Bidding is begun by the player who received the face up card in the deal. The bids are 1, 2, or 3 (and correspond to the amount of points the hand will be worth). Each player must either announce a higher bid or pass. Players who have passed cannot re-join the bidding. Bidding can go around the table more than once. A bid of 3 ends the bidding (as no higher bid is possible). A player who has won the bidding cannot further raise their own bid. If everyone passes, the hand is thrown in.

variation – the player left of the dealer has first opportunity to play. If they pass, the next player has the opportunity. If they also pass, the dealer may either play or pass (in which case the hand is thrown in).

### Play

Highest bidder becomes the 'Landlord' and exposes the kitty for all to see, before taking the cards into their hand.

variation – the cards are not exposed to other players

The Landlord now has 20 cards in total. The landlord plays first and can play any legal type of combination. Subsequent players must either pass (play no cards at all) or play a higher example of the same type of combination that **also** has the same number of cards. Only the bomb and rocket combinations are exempt (they can be played regardless of what preceding players have laid out). Play continues around the table until two consecutive players pass, which ends that phase of play. The cards played are collected and placed face down off to the side, and the player who played the last cards re-starts play once more by laying out any legal type of combination once more.

### Scoring

The landlord is paid the bid amount by both defenders if successful and pays both if unsuccessful. Each bomb or rocket that was played in the hand doubles these payments.

variation – if playing with the variation on the bidding, a hand is worth 6 points. If the landlord wins, they receive 6 points, if the defenders win, they receive 3 points each. In this form, the game is played to 30 points.

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Special Types	Description	Example	Notes
Rocket	Red Joker and Black Joker	Red Joker + Black Joker	It can beat everything in the game.
Bomb	4 cards of the same rank	3-3-3-3 (the lowest ranking Bomb) 2-2-2-2 (the highest ranking Bomb)	It can beat any other category and individual card except <i>Rocket</i> or another Bomb with a higher rank.

Type	Description	Notes
Single	Any single card	
Sequence of singles	≥ Five consecutive individual cards	Twos and jokers cannot be used (they are not considered consecutive cards)
Pair	Two cards of equal rank	
Sequence of Pairs	≥ Three consecutive pairs	Twos and jokers cannot be used (they are not considered consecutive cards)
Triplet	Three-of-a-kind: Three individual cards of the same rank	
Triplet with a single	Three cards of the same rank with a single as the kicker	
Triplet with a pair	Full house: Three cards of the same rank with a pair as the kicker.	
Sequence of triplets	≥ Two consecutive triplets	Twos and jokers cannot be used (they are not considered consecutive cards)
Sequence of triplets with singles	≥ Two consecutive triplets with each carries a distinct individual card as the kicker	The attached cards must be different from all the triplets and from each other. Although triplets of twos cannot be included, a two or a joker or one of each can be attached, but not both jokers <i>Note that single kickers and pair kickers cannot be mixed - for example 3-3-3-4-4-4-<u>6-7-7</u> is not valid.</i>
Sequence of triplets with pairs	≥ Two consecutive triplets with each carrying a pair as the kicker	The pairs must be different in rank from each other and from all the triplets. Although triplets of twos cannot be included, twos can be attached as kickers. <i>Note that single kickers and pair kickers cannot be mixed - for example 3-3-3-4-4-4-<u>6-7-7</u> is not valid.</i>
Quad with 2 singles	Four-of-a-kind with two distinct individual cards as the kicker	Twos and jokers can be attached as kickers, but you cannot use both jokers in one quad.
Quad with 2 pairs	Four-of-a-kind with two pairs of different ranks as the kicker	