

Fight the Landlord

Fight the Landlord (Dou Di Zhu) is a climbing game primarily for three players. In each hand one player, the "landlord", plays alone and the others form a team. The landlord's aim is to be the first to play out all their cards in valid combinations, and the team wins if any one of them manages to play all their cards before the landlord.

Players, Cards and Deal

This game uses a 54-card pack including two jokers, red and black. The cards rank from high to low: red joker, black joker, 2, A, K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3. Suits are irrelevant.

One of the players shuffles the cards, gives them to the player to their left to cut, and stacks them face down in the middle of the playing surface. One card is turned face up and inserted somewhere near the middle of the stack - this will determine who starts the auction. The last three cards are left face down on the table until after the auction. It saves time if you look at your cards and sort them as you pick them up.

Auction

There is an auction to determine which player will be the landlord, and play alone against the other two. The possible bids are 1, 2 and 3. The player who drew the face up card in the "deal" is the first to bid. Each player in turn may either pass or bid higher than the highest bid so far. If everyone passes the hand is thrown in

and there is a new deal. If there is a bid, the bidding continues counter-clockwise, each player passing or bidding higher than the previous bidder, until two consecutive players pass or someone bids 3, which ends the auction since it is the highest possible bid. The final and highest bidder is the landlord. This player now picks up the three face-down cards from the middle, for a total of 20 cards.

Play

The landlord plays first, and may play a single card or any legal combination. Each subsequent player in anticlockwise order must either pass (play no card) or beat the previous play by playing a higher combination of the same number of cards and same type.

There are just two exceptions to this: a **rocket** can beat any combination, and a **bomb** can beat any combination except a higher bomb or rocket - see definitions below. The play continues around the table for as many circuits as necessary until two consecutive players pass. The played cards are then turned face down and put aside, and the person who played the last card(s) begins again, leading any card or legal combination.

In this game, there are 10 types of combination that can be played:

1. **Single card** - ranking from three (low) up to red joker (high) as explained above
2. **Pair** - two cards of the same rank, from three (low) up to two (high)
3. **Triplet** - three cards of the same rank
4. **Triplet with an attached card** - a triplet with any single card added, for example 6-6-6-8. These rank according to the rank of the triplet - so for example 9-9-9-3 beats 8-8-8-A.
5. **Triplet with an attached pair** - a triplet with a pair added, like a full house in poker, the ranking being determined by the rank of the triplet - for example Q-Q-Q-6-6 beats 10-10-10-K-K.
6. **Sequence** - at least five cards of consecutive rank, from 3 up to ace - for example 8-9-10-J-Q. Twos and jokers cannot be used.
7. **Sequence of pairs** - at least three pairs of consecutive ranks, from 3 up to ace. Twos and jokers cannot be used. For example 10-10-J-J-Q-Q-K-K.
8. **Sequence of triplets** - at least two triplets of consecutive ranks from

three up to ace. For example 4-4-4-5-5-5.

9. **Bomb** - four cards of the same rank. A bomb can beat everything except a rocket, and a higher ranked bomb can beat a lower ranked one.
10. **Rocket** - a pair of jokers. It is the highest combination and beats everything else, including bombs.

Note that passing does not prevent you from playing on a future turn.

Scoring

If the landlord runs out of cards first, they win, and each opponent pays them the amount of the bid - 1, 2 or 3 units - provided that no bomb or rocket was played. If one of the other two players runs out before the landlord, the landlord loses and must pay the amount of the bid to each opponent.

For each occasion when any player played a bomb or rocket, the payment for the hand is doubled. E.g. In a hand in which two bombs and a rocket were played, a player who bid 3 will win 24 points from each opponent for going out first, or pay 24 to each opponent if another player goes out first.

Adapted from:

- <https://www.pagat.com/climbing/doudizhu.html>
- <https://youtu.be/ZEZe7seOH1Y?list=PLuhACAvGwzxe446pHRITo0newLYQs5Rc0>

Skulls & Roses

Designed by: Hervé Marly. More info on: <https://boardgamegeek.com/boardgame/92415/skull>

Players: 3-12.

Each player receives one **skull** card (face card J-Q-K) and 3 **roses** (any number card). A first player is chosen.

The goal of the game is to win 2 bets.

Game play

Choose a first player. The first player verifies that the players have all placed their cards before playing. The first player can challenge someone as soon as this phase begins, instead of playing a second card.

Only one card is played at a time. The cards are placed on top of the previous card played in a way that makes the number of cards present obvious at a glance.

I. Start of the hand

Each player secretly looks at the hidden face of the cards kept in their hand, then chooses a single one to be placed face down in front of them.

II. Placement of cards

In turns, players can choose between placing a card or challenging someone.

The first player can play a second card face-down on top of the first one played.

The player to their left can do the same, and so on.

Continue in this way, clockwise, until a player either can no longer play or no longer wants to continue. When their turn comes to play a card, a player can decide not to play an extra card and can challenge someone instead. A player who no longer has any cards in hand **MUST** issue a challenge.

No player can place cards on their mats anymore and the challenge must be resolved.

III. Challenge - Pass or Bid More?

The player who issues the challenge announces **the number of roses (number cards) they intend to flip over** from among all those piled by all players.

Going clockwise, each player must then:

- Either raise the stakes by increasing the previous bid.
- Or pass their turn and push their game mat to the middle of the table.

This continues until all players have passed except one, the highest bidder, called the "**challenger**".

The **challenger** can, after having revealed their own cards, freely choose from which player's cards they will flip the remainder of their bet, one card at a time.

IV. Revelation

The **challenger** must reveal the number of cards from their bet while following these rules:

- The challenger starts by revealing the cards from their own pile.
- On the piles, the cards are revealed in order, starting from the top.
- The challenger is never forced to reveal all the cards placed on the pile of other players.
- The cards are revealed one at a time.

The challenger must never reveal the remaining cards, as the strategy of the other players must remain secret. A player can, however, reveal their own cards themselves in order to see the possible disconcerted reaction of the challenger.

Lost Bet

If the challenger reveals a **skull** (a face card), they have failed. They stop flipping cards for their bet immediately.

The players each take their cards back into their hands from their piles. The challenger loses one of their cards for good. They will be the only one to know if it was a skull or a rose.

If the challenger loses their last card, they are eliminated from the game.

Adapted from:

- <https://www.ultraboardgames.com/skull-and-roses/game-rules.php>
- <https://boardgamegeek.com/filepage/102645/skull-roses-rules-reminder-full-page>

If the eliminated challenger has revealed their own skull, they will decide who the first player for the next turn will be. Otherwise, the first player for the next turn will be the owner of the revealed skull.

The **skull** has been revealed among the cards of an opponent: the challenger shuffles their cards and places them face down. The opponent randomly selects, without touching it, one card to be discarded. That card is placed in the middle of the table and remains hidden.

If the **challenger** has revealed their own skull, the challenger chooses the card to be discarded, by looking at them, without showing anything to the other players. The challenger will decide who the first player for the next turn will be.

In all cases, the challenger will remain the only one to know if the discarded card is a skull or a rose.

Winning bet

If the challenger flips the number of cards called and **reveals only roses**, the bet is won.

End of the game

As soon as a player wins a second bet, that player wins the game.