

Big 2 Game Instructions

Functionality

The player with the ♦3 starts off every game. If this happens to be a computer player, the game begins automatically. If the user has the ♦3, they must play it as a single card, as part of a double with another 3, or as part of a five card hand to begin each game.

Simply click on a card in your hand to select it. All selected cards have a drop shadow effect. Once the user clicks the “Play” button, the selected card(s) will be played given that they constitute a valid combination. Any attempt to play an invalid combination will not be successful, and it will remain the user’s turn until they play a valid combination or click the “Pass” button.

Gameplay

The objective of the game is to play all your 13 cards before your opponents do. The following are the ranks of all the cards from smallest to largest: 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A, and 2.

The valid combinations are a single (one card), a double (two cards of the same rank), or a five card hand. A single can only be played to beat an opposing player’s lower ranked single. If two singles have the same rank, the one with the higher suit wins. Similarly, a double can only be played after a lower ranked double. Between two doubles of the same rank, the one which contains the higher suit wins. For example, ♠Q-♦Q beats ♣Q-♥Q. Finally, a five card hand can only be played to beat a lower ranked five card hand. If all opposing players pass, then the player who played the last hand may play a single, double, or five card hand of their choice.

The following are valid 5 card hand combinations:

1. A **Straight** consists of five cards of consecutive rank. For example, ♦Q-♠J-♠10-♠9-♠8 is a straight. A straight of higher rank beats a straight of lower rank. So ♦K-♣Q-♣J-♥10-♥9 beats ♠Q-♦J-♦10-♦9-♦8. If the ranks are the same, then the suit of the top card determines

which straight ranks higher. ♠Q-♦J-♦10-♦9-♦8 beats ♦Q-♠J-♠10-♠9-♠8.

2. A **Flush** consists of five cards of the same suit. A flush with a higher suit beats a flush with a lower suit, regardless of the card ranks. For example, 9-♥7-♥6-♥5-♥3 beats ♣2-♣J-♣9-♣6-♣4. If two flushes have the same suit, the one with the higher ranked top card is wins. ♣2-♣J-♣9-♣6-♣4 beats ♣A-♣K-♣Q-♣10-♣7. A flush always beats a straight.
3. A **Full House** consists of three cards of one rank and two of another rank. The full house whose triple is of higher rank is better. For example 9-9-9-4-4 beats 8-8-8-K-K. A full house always beats a straight and a flush.