Specification

- 1. To begin this game, we should first push the "Start" button in the center. Then these three players have to determine whether or not choose to become the landlord in turns. For each player, he can only see his own cards and cannot see the cards of the other two players.
- 2. For how to decide who is the landlord, the first one who want to be a landlord will become the landlord in this round of the game. If no one wants to be a landlord after the countdown ends, the landlord will be randomly decided.
- 3. Now it turns to the landlord's card stage. As mentioned above, each player can only see his own cards in his turn. Currently, there are seven types of card group the players can play in this game: single card, pairs of cards, three same cards, Bomb, rocket, five-card sequence, triplet with an attached card and triplet with two same card.
- 4. Every time the player click one card, the button of this card will be gray and this player cannot click this button again, which make the player know which card he has chosen. If these cards obey the playing rules, the label in the center will display them to indicate success. If these card violate the rules, the gray cards will change to the origin state and the player has to choose cards again.
- 5. The players can choose to skip this turn if he do not want to play cards or he has no cards bigger than the cards on the table. If one player play some cards and both of the others choose to click the "Skip" button. Then this player can play any cards he wants.
- 6. For each player, we set a label indicating their left cards. After one player play some cards, his label will be updated. Then in each player's turn, he can know how many cards the others hold.
- 7. Finally, the first player who firstly play all his cards wins this game.

Features of the game

Luck plays an important role in this game, but what counts is not only luck but also skill of playing and strategy. Poor players with great hands may be defeated by skillful players with poor cards.