

Xingzuo Playing Cards

星左撲克牌



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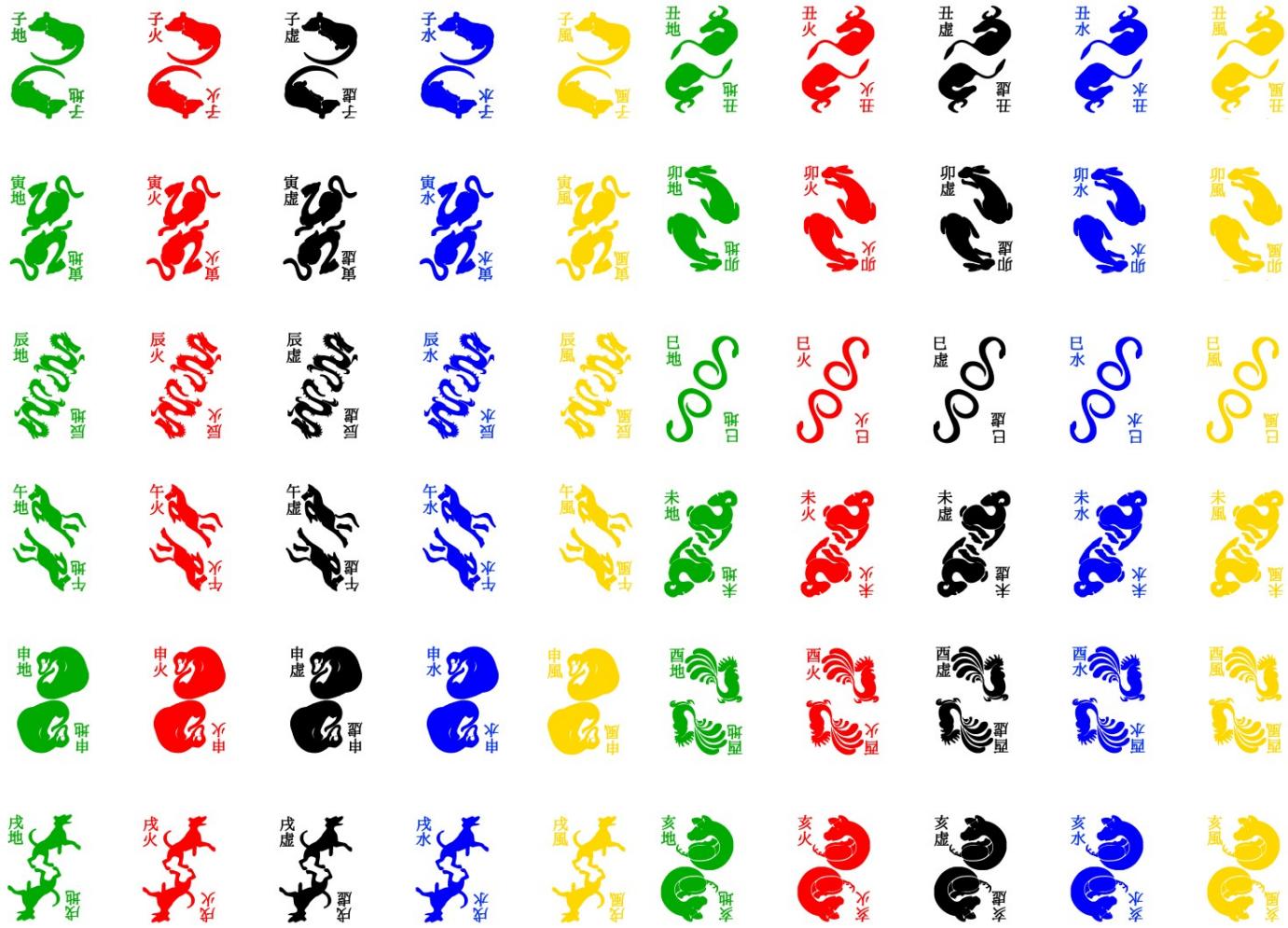
Contact Details codingaustralia@gmail.com

Website <https://codingaustralia.com/>

Introduction

Xingzuo brings the centuries old tradition of four suit card decks into the 21st Century through several innovations. It augments the existing four suits - Hearts, Diamonds, Clubs, Spades with a fifth suit, Waves, and replaces the joker cards with Yin Yan cards.

While five suit decks have been around for nearly a century, Xingzuo is a more fundamental modification to traditional playing cards; changes that reflect more accurately the modern world of mystery and containment.



The Pack

The pack has been increased from 52 to 62 Cards consisting of five suits called Elements - Fire, Earth, Metal, Wood and Water and Yin Yan cards. Each Element has 12 Animal cards - Rat, Ox, Tiger, Rabbit, Dragon, Snake, Horse, Sheep, Monkey, Rooster, Dog, Boar.



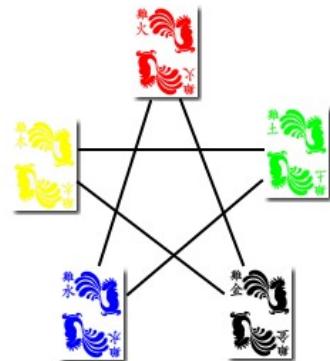
Face Values

The face values of Xingzuo are determined by the game being played. For popular conventional games such as 500, Poker, Black Jack, and Gin Rummy, the order follows the Calendar. Because there is no Ace, the Rat could be substituted.

Bowers / Energies

In games that require bowers the Rooster cards are used. There are middle, right and left bowers as shown, called Energies. The middle energy is the highest followed by left then right. Middle Energy is the same as the Trump Element.

If Wood is Trumps then the Wood Rooster is the Middle Energy, Earth Rooster is Left Energy and Metal Rooster is Right Energy.

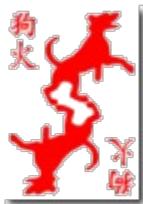


The Elements and Estates

Earth



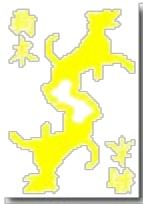
Fire



Metal



Wood



Water



Media

Church

Military

Corporation

Community

No More Short Decks

A 60 card pack reduces the incidence of short decks because games with one, two, three, four, five or six players where every card is dealt produces an even number.

Players	Cards	Players	Cards
1	60	4	15
2	30	5	12
3	20	6	10

SAMPLE GAMES

Most, if not all, existing card games can be played with Xingzuo. Some remain unchanged while others require some modifications. The following samples are neither fully described nor exhaustive in coverage. Coding Australia, the owner of Xingzuo Playing Cards, reserves the right to copyright certain games exclusive to the deck.

Xingzuo Snap

Can be played conventionally or...

Lay each card from the Earth element face up then deal the remainder of the 60 card deck to players.

Play game same way as conventional Snap.

When a player wins a Snap, they take the face value of the Snap from the Earth deck. Any subsequent repeat Snaps of the same face value are ignored. The game finishes when the Earth deck has been exhausted. The winner is the player with the highest sum of Earth face values.

Xingzuo Pontoon

Boars to Rat count from 12 to 1 respectively.

Cut for dealer. Highest card wins.

Play as for conventional game but to 23 points.

Xingzuo Rummy

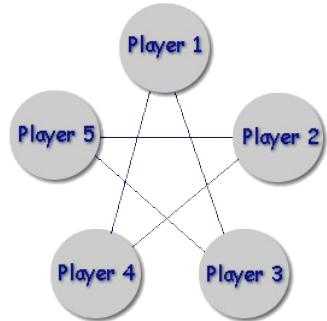
Deal 7 cards to each player. The remainder becomes the stock pile. Play as for standard deck. Boar highest to Rat lowest. Runs of three to five. Can build on tabled runs. First to table all cards is the winner of game. Scoring as for standard game.

Xingzuo Whist (3 players)

Deal 10 cards face down to each player then 10 cards face up. Dealer announces trumps and left of dealer leads. Turn over any exposed face down cards. Score 1 point for any tricks above 13. First player to 15 points wins.

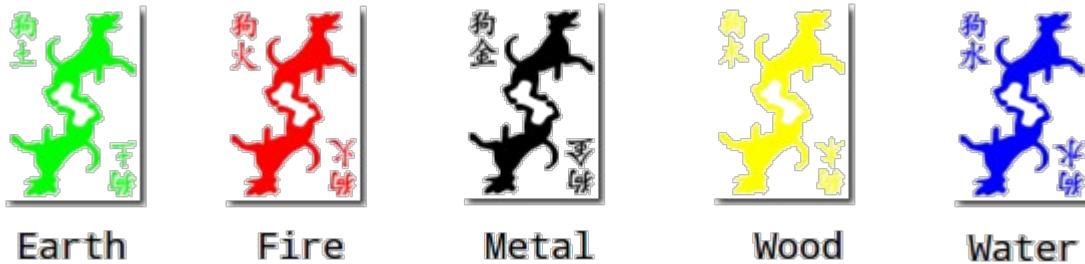
Xingzuo Euchre (5 players)

Keep the top 35 cards - Fire Boar to Wood Snake. Deal 5 cards to each player and turn up next card on stack. Bidding follows standard Euchre and Energies apply. Partners are determined the same way as energies. If Dealer (player 1) wins the bid, then players 3 and 4 are partners and players 2 and 5 are opponents. If player 3 orders up dealer then players 5 and 1 are partners unless going alone then only players 2, 3 and 4 are in the game with 2 and 4 opposing 3. Each player scores individually using Dragon(5) and Rabbit(4) cards. First to 9 wins.

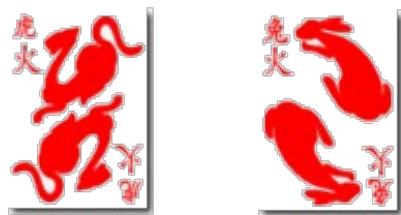


Xingzuo Pusoy Dos

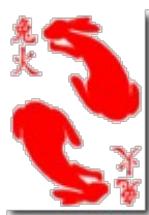
The game of Pusoy Dos originated in Hong Kong and ranks behind Mahjongg as the most popular Asian game. The objective is to be the first player to drop all the cards while attempting to maximise the number of cards remaining in other player's hands. Ranks are based on the Controlling Elements.



Card Values from Highest to Lowest are:



3



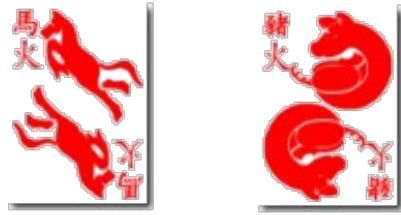
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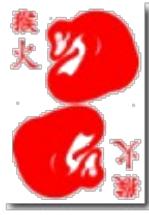
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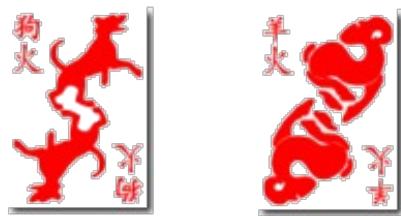
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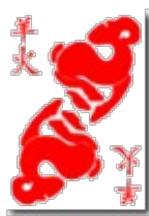
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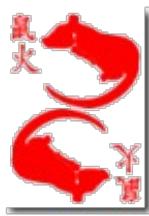
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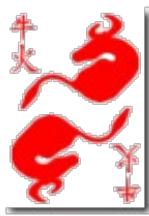
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12



13



14

The game is played clockwise beginning with the player who holds Fire Tiger. The player with Fire Tiger may table it alone or in combination with other valid card combinations.

The next player has to beat whatever is tabled or PASS. Each hand continues until there are no more plays. Whoever wins a hand starts the next one.

The game is over when one player has no more cards. Other players add up the value of their remaining cards.

The game continues until one player reaches a maximum score, say 1000. The winner is the player with the lowest score at the end of the game.

Mahjong

4 sets of 60 tiles = 240 Tiles