

Introduction

Sida Zhiyezi 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, replaces the royal and joker cards with YinYang cards respectively and increases the number of cards in the pack.

While five suit decks have been around for 80 years or so, Sida Zhiyezi 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 60 Cards consisting of five suits called Elements - Fire, Earth, Metal, Water and Wood. Each Element has 12 Animal cards - Rat Ox, Tiger, Rabbit, Dragon, Snake, Horse, Sheep, Monkey, Rooster, Dog, Boar. There is a YinYan card replacing the Joker.

Cycles

The Chinese Calendar consists of 60 year cycles made up of five simple cycles of 12 years each.

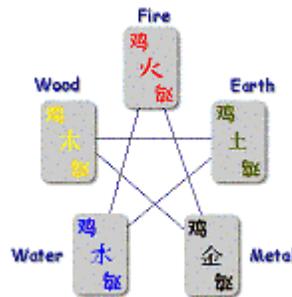
78th Cycle	Fire	Earth	Metal	Water	Wood
Rat	1996	2008	2020	2032	1984
Ox	1997	2009	2021	2033	1985
Tiger	1998	1998	2010	2022	2034
Rabbit	1997	1999	2011	2023	2035
Dragon	2036	1988	2000	2012	2024
Snake	2037	1989	2001	2013	2025
Horse	2026	2088	1990	2002	2014
Sheep	2027	2089	1991	2003	2015
Monkey	2016	2028	2040	1992	2004
Rooster	2017	2029	2041	1993	2005
Dog	2006	2018	2030	2042	1994
Boar	2007	2019	2031	2043	1995

Face Values

The face values of Sida Zhiyezi 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, although it has not been considered in the sample games used on this site.

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

The Elements and Estates are matched as shown:



SAMPLE GAMES

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

Zhiyezi 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.

Zhiyezi 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.

Zhiyezi 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.

Zhiyezi 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.

Zhiyezi 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:



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.

Examples of winning hands, similar to Poker and Rummy include:



Imperial - same element in sequence



5 of a Kind - same rank different elements



Rainbow - different element in sequence



4 of a Kind - same rank different elements



Rainbow House- Full House Rainbow



Full House - 3 and 2 any elements

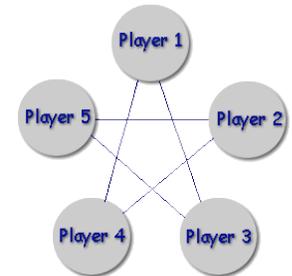
Flush - any cards same element

Straight- cards in sequence any elements

Three of a Kind, Two of a Kind ...

Zhiyezi 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.



Zhiyezi Canasta (5 players)

Derived from 5 person Canasta as invented by members of the Calcutta branch of the World Bank. Cards carry points, Rat - 15; Ox, Tiger, Rabbit - 5; everything else including YinYangs 10. Ox and YinYangs are wildcards. Players take a card from face down shuffled deck. Highest card deals. Next highest sits to left of dealer and so on round the table. Player sitting two to left of dealer is partner. Player immediately to the right of the dealer is the rentrap. A meld must be at least 75 points to open. Can add to partners melds. Rentrap can add to your meld but not vice versa. Only one imperial to a set. A canasta contains at least seven cards. A player can only finish when all cards in the hand have either been melded or discarded and there is at least one canasta in their melds. Decide on appropriate points for winning game - usually around 5000.