

Pusoy Dos

4 players

52 cards

Difficulty: Medium

Duration: Medium

Be the first to play all 13 cards from your hand.

SETUP

- 4 players, standard 52-card deck, deal 13 cards each.
- Cards rank 3 (low) to 2 (high). Suits: Diamonds < Hearts < Spades < Clubs.
- Player with the 3 of Diamonds leads first.

SCORING

- First out wins. Remaining players penalized 1 pt per card left.
- 10-12 cards left: double penalty. 13 cards left: triple penalty.

Tip: Plan your hand at the start. Control the lead to shed your weakest cards.

ON YOUR TURN

- Play a single, pair, triple, or five-card poker hand.
- Must beat the previous play of the same type, or pass.
- When all others pass, lead any new combination.

Pusoy Dos is a popular Filipino climbing card game derived from Big Two (Dai Di). Four players compete to be the first to shed all their cards by playing increasingly powerful card combinations. The 2 of Diamonds is the weakest card, while the 2 of Clubs is the strongest single card. The game rewards hand planning, timing, and reading opponents' remaining cards.

Objective

Be the first player to play all 13 of your cards by leading or beating opponents' card combinations.

Setup

1. **Players:** Exactly 4 players.
2. **Deck:** Standard 52-card deck.
3. **Deal:** Deal all 52 cards evenly, giving each player 13 cards.
4. **Starting player:** The player holding the 3 of Diamonds (lowest card) leads the first round. In subsequent rounds, the winner of the previous round leads.

Gameplay

1. **Card ranking:** Cards rank from 3 (lowest) to 2 (highest). Within the same rank, suits rank: Diamonds (lowest), Hearts, Spades, Clubs (highest).
2. **Leading:** The lead player may play a single card, a pair, a three of a kind, or a five-card poker hand.
3. **Following:** Subsequent players must play the same combination type at a higher rank, or pass.
4. **Five-card hands:** Valid five-card combinations rank from lowest to highest: Straight, Flush, Full House, Four of a Kind (with a kicker), and Straight Flush.
5. **Passing:** A player who passes cannot play again until a new lead begins.
6. **New lead:** When all other players pass, the last player who played leads the next combination.
7. **First round rule:** The first combination of the game must include the 3 of Diamonds.

Scoring

- The first player to empty their hand wins the round.
- Remaining players are penalized based on cards left: each remaining card = 1 point.
- If a player has 10-12 cards remaining, the penalty doubles. With all 13 cards remaining, the penalty triples.
- Some variants pay the winner directly based on opponents' remaining cards.

Variations

- **Standard Big Two:** The international version with slightly different suit rankings (Spades highest instead of Clubs).
- **Pusoy (Chinese Poker):** A different game entirely, where players arrange 13 cards into three poker hands. Often confused with Pusoy Dos.
- **No five-card hands:** A simplified version allowing only singles, pairs, and triples.

Tips and Strategies

- Plan your hand at the start: identify which combinations you will play and in what order.
- Control the lead by winning rounds with strong combinations, then lead with your weak cards.
- Save your 2s and high pairs for the endgame when opponents are running low on cards.

Tips & Strategy

Plan your entire hand before playing the first card. Use strong combinations to seize the lead, then shed your weak cards. Save your 2s for the final plays when opponents cannot counter them.

Hand planning at the deal is everything in Pusoy Dos. Strong players mentally divide their 13 cards into an optimal sequence of plays before the first card is laid. Controlling the lead is crucial, as it lets you dictate the combination type and shed weaker cards.