



### Hand Rankings (High to Low)

<b>Emperor's Court</b>	5 cards	Emperor, Ace, King, Queen, Jack, all in trump
<b>Five of a Kind</b>	5 cards	Any five cards of the same value
<b>Imperial Flush</b>	5 cards	Ace, King, Queen, Jack, 10, all in trump
<b>Royal Flush</b>	5 cards	Ace, King, Queen, Jack, 10, in one suit
<b>Trump Straight Flush</b>	5 cards	Any five cards in sequence, all in trump
<b>Straight Flush</b>	5 cards	Any five cards in sequence, in one suit
<b>Trump Four of a Kind</b>	4 cards	Any four cards of the same value, at least one in trump
<b>Four of a Kind</b>	4 cards	Any four cards of the same value, no trumps
<b>High Bastion</b>	5 cards	Trio and a Pair, both in trump
<b>Low Bastion</b>	5 cards	Trio and a Pair, one in trump
<b>Full House</b>	5 cards	Trio and a Pair, no trumps
<b>Trump Flush</b>	5 cards	Any five cards, all in trump
<b>Flush</b>	5 cards	Any five cards, in one suit
<b>Trump Straight</b>	5 cards	Any five cards in sequence, at least one in trump
<b>Straight</b>	5 cards	Any five cards in sequence, no trumps
<b>Trump Three of a Kind</b>	3 cards	Any three cards of the same value, at least one in trump
<b>Three of a Kind</b>	3 cards	Any three cards of the same value, no trumps
<b>Trump Short Straight Flush</b>	4 cards	Any four cards in sequence, all in trump
<b>Short Straight Flush</b>	4 cards	Any four cards in sequence, in one suit
<b>Trump Short Flush</b>	4 cards	Any four cards, all in trump
<b>Short Flush</b>	4 cards	Any four cards, all in one suit
<b>Trump Short Straight</b>	4 cards	Any four cards in sequence, at least one in trump
<b>Short Straight</b>	4 cards	Any four cards in sequence, no trumps
<b>High Gate</b>	4 cards	Two pairs, both in trump
<b>Low Gate</b>	4 cards	Two pairs, one in trump
<b>Two Pair</b>	4 cards	Two pairs, neither in trump
<b>Trump Pair</b>	2 cards	Any two cards of the same value, at least one in trump
<b>Pair</b>	2 cards	Any two cards of the same value, no trumps
<b>Trump</b>	1 card	Highest card in trump
<b>High Card</b>	1 card	Highest card, not in trump



## Cards and Challenges

### Wild Cards

There are three wild cards in the Burosh deck along with the standard 52 playing cards.

**Emperor** is played as any face card (King, Queen, Jack, or Ace) and is always in trump.

**Magician** is played as any card with a numeric value (including 1, but not as Ace) and is always in trump.

**Hermit** is played as any card in any suit other than in trump.

### Card Values

The cards are ranked as normal with the exception of the Emperor who is ranked highest (in declining value order: Emperor, Ace, King, Queen, Jack, 10 through 1). The same hands with higher value cards win over those with lower value cards. For example, if I have a short flush not in trump of 5, 6, 7, and 8 and my opponent has a short flush not in trump of 7, 8, 9, and 10, my opponent wins the challenge because they have the higher value cards.

### Trump

The trump suit is decided at the beginning of the game, and again any time the deck is shuffled. The same hands with trump win over those without trump, regardless of the value of the cards. If I have three 2s with one in trump and my opponent has 3 Jacks with none in trump, I win the challenge since my hand is in trump, even though my card values are lower.

### Ties

All other things being equal, the Emperor wins. For example, if I have a pair of kings in trump and my opponent has a king not in trump and the Emperor, my opponent wins the challenge.

The other two wild cards (the Magician and the Hermit) are treated exactly like the cards they copy. If I have a pair of 10s in trump and my opponent has a 10 and the Magician, neither of us win the challenge; instead, it's a tie.

If the challenge ends in a tie, all challenging dice stay on the board. Bolstering and waning of adjacent dice occur before the challenge as usual, and no dice are removed.