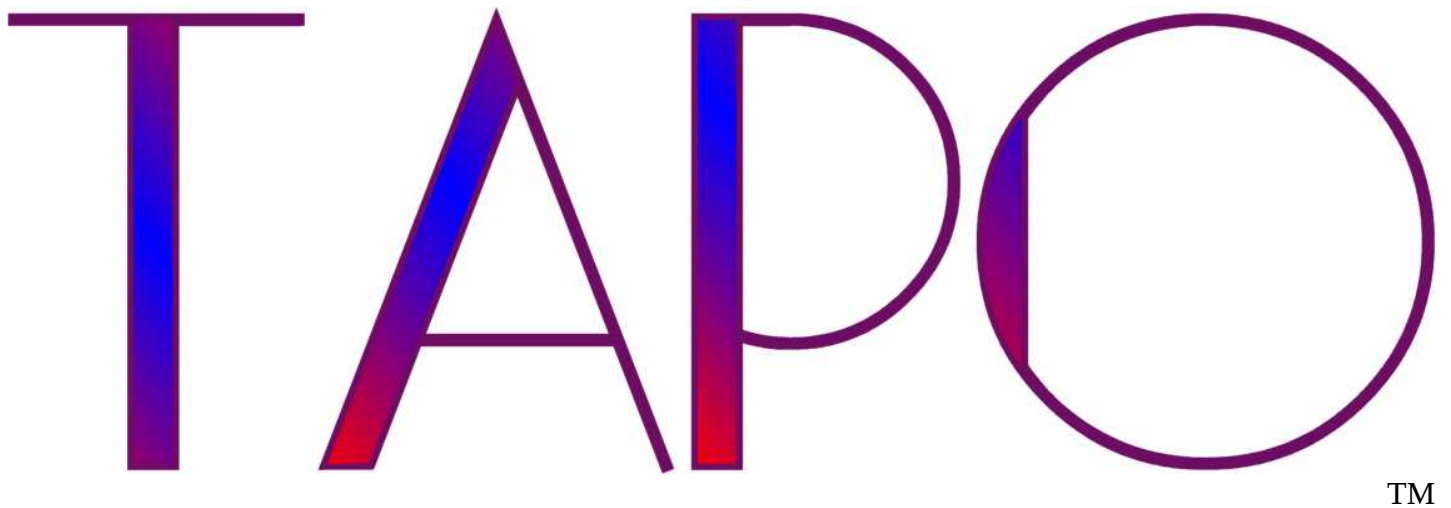




(Tableau Poker)

RULES OF TAPPO 25

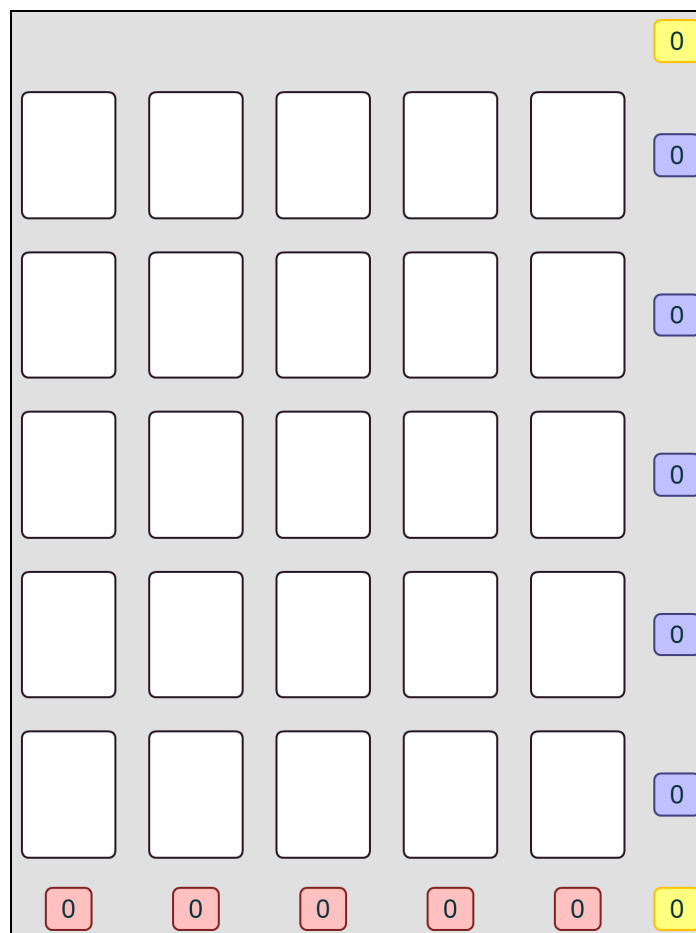
EQUIPMENT

E 1 Cards

E 1.1 A standard pack of 52 cards is used. Cards rank as for poker.

E 2 Tableau

E 2.1 The cards are played onto a tableau set out on the TAPPO board:-



E 2.2 The tableau contains 12 rows :

5 Horizontals (next to a blue scorebox)

5 Verticals (above a red scorebox)

2 Diagonals (near a yellow scorebox)

E 2.3 When in light colours(8 6) the scoreboxes show the minimum points which, on the current state of play, that row is going to score. They do not show anticipated scores for reserved rows. You can tell if a row is reserved because it will have reserve markers in the empty spaces (see illustration at [Rules E 2.6](#) & [C 2.3](#) to return from link press Alt←). For on-line games, you can discover what hands a row is reserved for by placing your cursor over a reserved space. A tooltip will appear containing this information.

When all spaces in the row are occupied, the scorebox colour changes from light to dark (16 12). When a diagonal is complete, its scorebox will be coloured either 16 or 12 , depending on which side has scored the points for that Diagonal. A side scores the points for a Diagonal by playing the card which completes the Diagonal.

E 2.4 The scoreboard shows the sum of all scoreboxes for each team, plus any challenge bonuses. Scores for diagonal rows are not included until those rows are completed. At this

time, the scorebox changes colour from yellow to red or blue, depending on which team played the final card in the diagonal.

E 2.5 The bonus boxes (which pop up when you hover over the scoreboard) record the bonus points scored for a successful challenge. In a multi-game match, they also show the number of games won by each team.

E 2.6 Reservemarkers are used to denote reserved spaces as follows:

							
Reserved for:							

(to return from link press Alt←)

THE GAME

G 1 Objective

G 1.1 The objective is to score points for the poker hands completed by filling up the Tableau. The side scoring the higher total wins. One side () scores all the Horizontals and the other side () scores all the Verticals. This is irrespective of which side played the cards in the row. Each Diagonal is scored by the side which played the card to complete that Diagonal (*i.e.* the 5th card unless a card in a completed Diagonal is subsequently replaced by a Challenge or Last Card play).

G 1.2 Cards can be played in such a way as to maximise the points scored by that player's side and to block the opponent's scoring opportunities. It is an intriguing feature of the game that each card played will figure in more than one scoring row *i.e.* it forms part of a Vertical and part of a Horizontal and some form part of a Diagonal as well.

G 1.3 Since the tableau is symmetrical, there is no advantage from that point of view in playing as  or . However, playing first or second each have their own tactical advantages arising from the sequence in which cards are played.  always plays first in a preliminary play to select the centre card. Then  plays first from hand.

G 2 Number of Players

G 2.1 The game may be played two handed or four handed (as partners, two v two). The players play in turn.

- G 2.2** If a series of games is played, after each game the loser of the previous game decides whether to be **H** or **V** for the next game. (In the four handed game the captain of the losing side decides.)
- G 2.3** In the four handed game, when setting up a match, players choose their partners. Each side elects their captain. In the first game, the **V** captain always plays first(**V**1) (playing the centre card). In the first on line game, the **H** captain plays first of their side(*i.e.* after the centre card). In the physical game, the player to the left of **V**1 plays first for **H**.
- When playing, the sides alternate (*i.e.* **V**1, **H**1, **V**2, **H**2). In these rules, references to **V**1, **H**1 etc refer to the players' positions in a particular game. When a series of games is played, the playing sequence is maintained, but (depending on the loser's choice) the sides may switch between playing **H** or **V**. In the case of a switch, player **H**1 from one game becomes **V**1 for the next one, **V**2 becomes **H**1 etc. If the sides do not switch, then **V**2 becomes **V**1 for the next game, **H**2 becomes **H**1 etc.

G 3 Scoring of Rows

- G 3.1** Scores are finalised after the Last Cards are played to complete the Tableau. The poker hands contained in a row score as follows:-

Hand	Points
Pair	2
Two pair	6
Three of a kind	8
Straight	12
Flush	14
Full House	16
Four of a kind	18
Routine flush	22

The Diagonals score (basic points × 1.5)

In addition, sides score a bonus of 4 points for each successful challenge.

- G 3.2** A hand will be scored no matter in what order the cards appear in the row. *e.g.*:-



counts as a full house

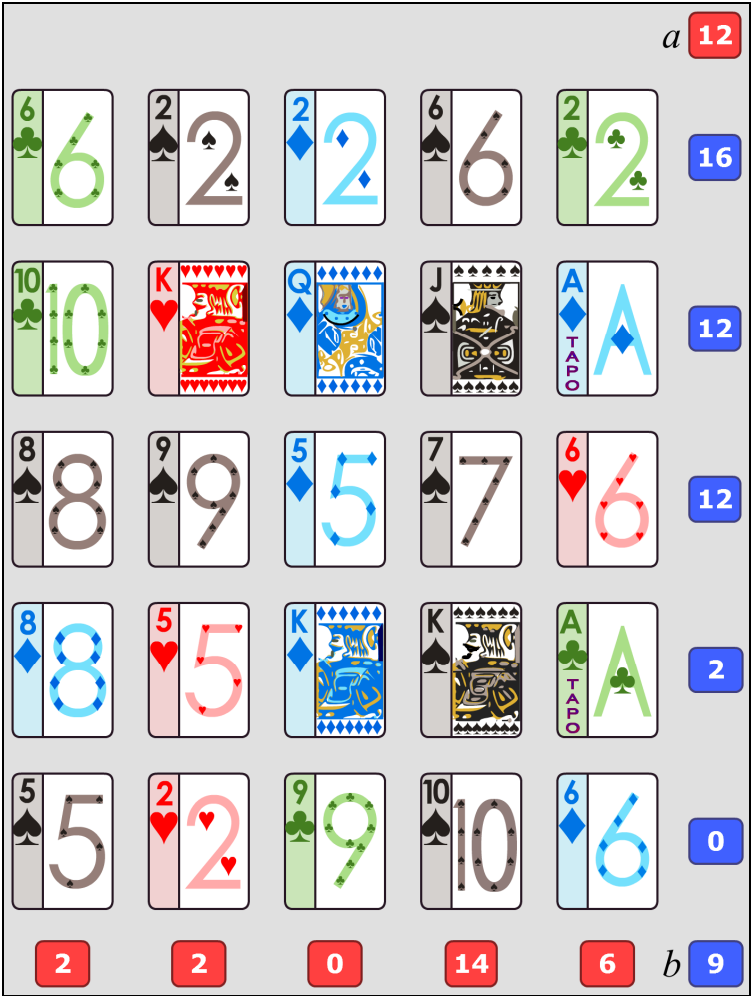


counts as a straight

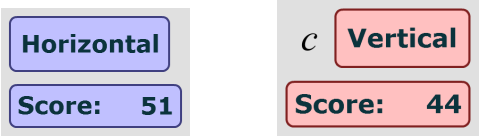
12 August 2009

"wraparounds" e.g.      do not count as straights, but an Ace may be counted as “high” in one row and "low" in an intersecting row.

Example of scoring:



The scoreboard shows final scores:-



- a Red scorebox shows that **V** scored this diagonal
- b Blue scorebox shows that **H** scored this diagonal
- c **V** has scored 36 for hands and 8 for 2 successful challenges

G 4 Deal and Play

G 4.1 Preliminary: At the start of a match, players draw cards to determine who plays as  or  in the first game. (In the four handed game, only the captains draw). Highest card drawn gets this choice. Aces count high for this purpose. In the case of equal rank, the suits rank Hearts (high), Spades, Diamonds, Clubs.

In the physical game, partners sit opposite each other and play passes to the left. The captain of the team playing  is 1 for the first game, deals and plays first card. For subsequent games, the deal always passes to the player who is to be 1 in that game.

When playing on line, the computer deals the cards.

G 4.2 Deal and Centre Card: At the start of the game, 28 cards are dealt (two handed -14 to each player; 4 handed, 7 to each). The next three cards are dealt face up. 1 must select one of those cards and place it in the centre space. The remaining two cards are left exposed and form the initial Pool Cards which are available for play by either side – see rule [G4.5](#).

G 4.3 Play from Hand or Pool: After the centre card is played, commencing with 1, cards are played in turn, from the player's hand or the Pool, one at a time into vacant spaces in the Tableau until all spaces are filled. Then, each player is permitted to play one more card (the "Last Cards").

G 4.4 Last Cards : (starts at turn 26):Each player may play a card from their hand or the Pool to replace one of the cards in the Tableau (providing the conditions for play of the Last Card are met). This often dramatically alters the final scores of the sides, especially if it can be played in a Diagonal as it scores the Diagonal for that player's team.

G 4.5 Pool Cards : The cards available for a player are those in hand plus the two Pool Cards. A Pool Card may not be taken into hand but must be played directly onto the Tableau. If the play is valid, the player must replace the Pool Card with one from their hand. The replacement card is exposed and forms part of the Pool.

G 4.6 Time: Each side is permitted a total of 20 minutes to complete their moves. This time counts down whenever a player from that team is "active", i.e. due to make a play. In the online game, a player's name is highlighted with a yellow border whenever that player is active.

G 4.7 The progressive times of the respective sides are displayed on the scoreboard.

G 4.8 After the deal, or when a saved game is resumed, a 3 minute timeout is taken for reading the cards and planning. While reading time applies, no player's allotted time is counted down. Reading time ends when the 3 minutes expire, and at this time the active player's

clock starts counting down. Note that reading time persists even if players act before it has finished.

G 4.9 In addition to the automatic timeout for reading after the deal, players may take other timeouts by agreement (*i.e.* save and resume). **Note:** Rules for tournaments may prohibit these timeouts.

G 4.10 If a side exceeds their allotted time, they lose the game. The winner's game score is recorded as their progressive score + 10 points. The loser's score is recorded as the lesser of: (winner's game score – 10 points), or (loser's progressive score).

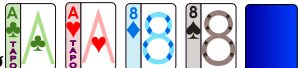
G 4.11 No Conferring: In the four-handed game, no conferring is permitted between partners on the contents of their hand or what card to play.

Note: In the online game, this is a rule of etiquette only, since the computer has no way of enforcing it. It is up to the players in each online game to decide whether to adopt it.

RESTRICTIONS ON PLAY

R 1 Reserved Spaces

R 1.1 Spaces in a row are reserved if the row contains at least three cards towards a scoring poker hand worth 12 or more basic points.

e.g.  is reserved for a full house.

But  is not reserved since, in this combination,  makes no contribution to a scoring hand.

 is reserved for four of a kind

R 1.2 To reserve for a straight or routine flush, any three cards within a five card range must be played, but need not be laid in sequence in the row. (Of course, for a routine flush, the cards must be of the same suit)

e.g.  is reserved for a straight

but  is not reserved .

- R 1.3** If there is a fourth card in the row, then that card must be compatible with the "reserving" hand, otherwise the remaining space will not be reserved-

e.g.  is reserved for a straight

but  is not reserved .

- R 1.4** Reserved spaces in a  or  row are reserved in favour of the side which will score that row –i.e. the opponent may not play in that space unless there is no other space on the tableau for them to play; but the player in whose favour a row is solely reserved may play any card in it, even if it is not compatible with the reserved hand. All unfilled reserved spaces are blocked against the opponent even though play in one of them would not prevent completion of the reserved hand. The block remains even though the opponent may want to play a card which would help complete the reserved hand.

e.g.  is blocked against  even if  wants to play, say,  in the space.

- R 1.5** The space where two reserved rows intersect is reserved in favour of both sides ().

- R 1.6** Either side may play in a Diagonally reserved space provided that the card played will contribute to completion of the highest scoring hand for which the Diagonal is reserved.

e.g. if  are in a Diagonal, any 2 or 6 could be played there. Also, before a 2 or 6 is played, any Ace or 7 could be played because, even though they restrict the chances of successfully completing the straight, they nevertheless contribute towards it.

If, say,  is played as the fourth card, then only a 2 may be played to complete the Diagonal.

If  are in the Diagonal, only  may be played, because four of a kind is the highest scoring hand for which the Diagonal is reserved and only  contributes to it. If  has been played elsewhere, then any card capable of forming a pair can be played since the Diagonal would be reserved for a full house.

Even with  only  may be played.

- R 1.7** If spaces are multiple reserved, then all restrictions relevant to each type of reservation apply.



e.g. if  neither side may play there unless all other spaces on the Tableau have a reserve marker against that side.



if  then only  may play there, but they must play a card compatible with the Diagonal reserved hand.



if  , then as for  , the difference being that if the Horizontal or Vertical later becomes unblocked (*e.g.* because all compatible cards have been played) then the Diagonal reserve takes effect.

- R 1.8** If, having regard to cards already in the Tableau (not those in hand or Pool), it is apparent that a reserved row could not be successfully completed, then it is no longer reserved.

e.g. if      are in a row and the remaining     are on the Tableau, then the row is not reserved.

if      are in a row and  is played elsewhere in the Tableau, then the row is no longer reserved for a routine flush. It will remain reserved for a flush, unless all other clubs have been played.

if      are reserved in favour of  , and  then plays  in the row, it is no longer reserved.

(Note that Pool Cards are regarded as available for play and therefore, whilst in the Pool, do not operate to cancel reservations under this rule.)

- R 1.9** A row becomes reserved even though it will count against the player playing the card that reserves it.
- R 1.10** If a reserved row consists of three cards of equal rank and two reserved spaces and then the fourth matching card is played (to complete four of a kind), the remaining space is no longer reserved.
- R 1.11** If, at a player's turn, all spaces on the Tableau are reserved against them, the computer notes this automatically and some reserve markers are removed for that turn. The player is free to play in any such space, subject of course to the possibility of challenge from the

opponent. (As to challenges [see below](#)). The order in which reserve markers are removed is:-

First Diagonal reserve which is also reserved in favour of the player.

e.g. if  is to play then all  are removed. If there are none, then:

Second All "plain" Diagonal reserves (). If there are none, then:

Third All other reserve markers.

- R 1.12** After each card is played, the computer checks the Tableau and updates reserve markers and scores. Any attempt at a prohibited play at any time is automatically rejected and the player must play again.

CHALLENGES

C 1 Challenges

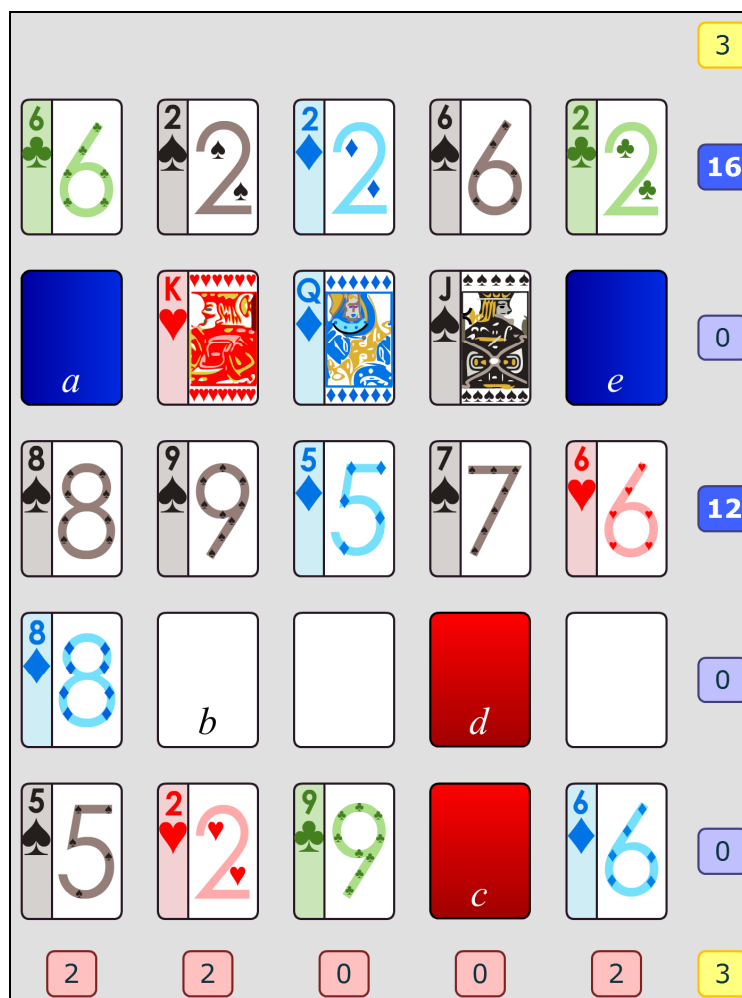
- C 1.1** When a card is played to complete a row (whether reserved or not) the opponent, before they play another card, may challenge by playing their challenging card on top of that last played card. In the four handed game, either opponent may challenge, but the challenging card must be played before that side plays a card in its normal turn. The computer highlights (by green outline) a played card which completes a row and is thus potentially challengeable.
- C 1.2** To be a successful challenge, the rows intersecting at the challenging card must contain hands totaling more points than the points scored in those rows when occupied by the challenged card.
- C 1.3** In assessing challenge points, pairs, three of a kind and four of a kind are counted even if their row is incomplete; (the cards actually in the row are scored -not what it is reserved for) but straight, flush and routine flush only count if their hand is complete (5 cards). All rows (Horizontal, Vertical and Diagonal) intersecting at the challenged card are counted and it matters not for which side the points would be scored.
- Note:* Scores for this purpose are not counted towards the final score.
- C 1.4** Challenges which score equal points with the challenged card fail.
- C 1.5** A challenge may be made even though the challenger's card is incompatible with the hand reserved by the opponent in a row containing the challenged card and thus would unblock a previously reserved row. (see [examples \(a\) & \(c\)](#) below)

- C 1.6** The computer automatically compares the scores and indicates if the challenge is successful or fails.
- C 1.7** If a challenge is successful then the challenger's card replaces the challenged card in the Tableau. The challenger scores 4 bonus points. The challenged card is "captured" into the challenger's hand and the challenger's side then proceeds with their normal turn. If the challenge was made with a Pool Card, the captured card is available as one of the cards from which the replacement card may be selected and placed in the Pool.
- C 1.8** A successful challenge card which replaces the 5th card played in a Diagonal scores the Diagonal for that challenger.

C 2 “Flow-on” Challenges

- C 2.1** If a challenge is successful, the challenged side may themselves challenge the challenger's card. To do this, they must play their challenging card before the challenger's side plays their card in their normal turn following on from their challenge. In the on-line game, the original player's side are prompted to click on a “pass flow-on challenge” button to allow play to proceed after a successful challenge. If the flow-on challenge succeeds, the flow-on challenger scores the challenge bonus of 4 points and captures the challenged card. The original challengers then take their normal turn but lose their challenge bonus.
- C 2.2** It is even possible for the flow-on challenge to be further challenged. If successful, the challenger scores the challenge bonus, captures the challenged card and then takes their normal turn. Their opponents lose their challenge bonus.
- C 2.3** Only an opponent may challenge. Thus, in the four handed game, a player's partner may not challenge the played card and a challenger's partner may not make a flow-on challenge on the challenger's card. But, the partner of the original player may make a flow-on challenge of the challenger's card or, as noted in rule [C 2.2](#), the challenger's partner may make a further flow-on challenge.

Example of challenges



- a** If any 10 were played in this space (by , scoring $0 + 2 = 2$ pts), challenge by any 5, 8, J, Q or K would succeed and unblock space **e**. But, if  had first played an A in space **e**, the play of 10 in space **a** (scoring straight 12 + pair 2 = 14 pts) could not be challenged because it could not be outscored.
- b** Play of K in this space (scoring $0 + 6 + 3 = 9$ points) could be challenged by play of 5 (scoring $0 + 2 + 12 = 14$ pts), or J (scoring $0 + 2 + 9 = 11$ pts). If the challenger played J and the original player held a 5, he/she could use it for a flow-on challenge.
- c** Play of  in this space (by , scoring 0 pts) could be challenged by play of any 5, 7, 9 or J (scoring $2 + 0 = 2$ pts) and unblocking space **d** (except if the card played is a spade)
- e** Play of any card (e.g.  in this space by ) cannot be challenged because it does not complete any row.

LAST CARD

L 1 Last Cards

- L 1.1** After all spaces in the Tableau are filled, beginning with **H**1, each of the players in turn may play one card (their Last Card) in place of any card in the Tableau but only if (as for challenges) it scores more points than the card it replaces. Unlike challenges, no bonus points are scored for successfully playing a Last Card. Cards "covered" by a Last Card are not available for further play.
- L 1.2** The Pool Cards may be used to make a Last Card play and replaced in the same way as for regular play.
- L 1.3** A Last Card play may not be challenged, but it may be replaced by the subsequent Last Card play just like any other card in the Tableau.- *i.e.* the player holding a Last Card can't create an extra play for themselves by challenging the previous Last Card and capturing it with 4 points bonus, then playing the captured card as their last card.
- But note*, the final card played in normal play may be challenged by the opponent (and flow-on challenge also is permitted). If successful, the captured card may then be used as a Last Card.
- L 1.4** A player may decline to play his or her Last Card. The computer automatically checks the Last Card plays and indicates if the play is successful or fails. A failed Last Card play may be retaken in another space, but only one successful Last Card may be played by each player. Having declined, a player may not "come back in" after the other player(s) have played their Last Cards.
- L 1.5** A Last Card played in a Diagonal will be treated as completing the Diagonal which is therefore scored for the side playing that Last Card.

OPTIONAL RULES

These rules may be adopted by players for the physical game, but are not applicable to the online game.

O 1 Unsuccessful Challenge

- O 1.1** In the four handed game, if a challenge fails, the challenger's side are not permitted another challenge against that card and must take their normal turn.

12 August 2009

O 2 Time Limits

- O 2.1** The players may agree not to apply time limits for the physical game (except in tournament play).