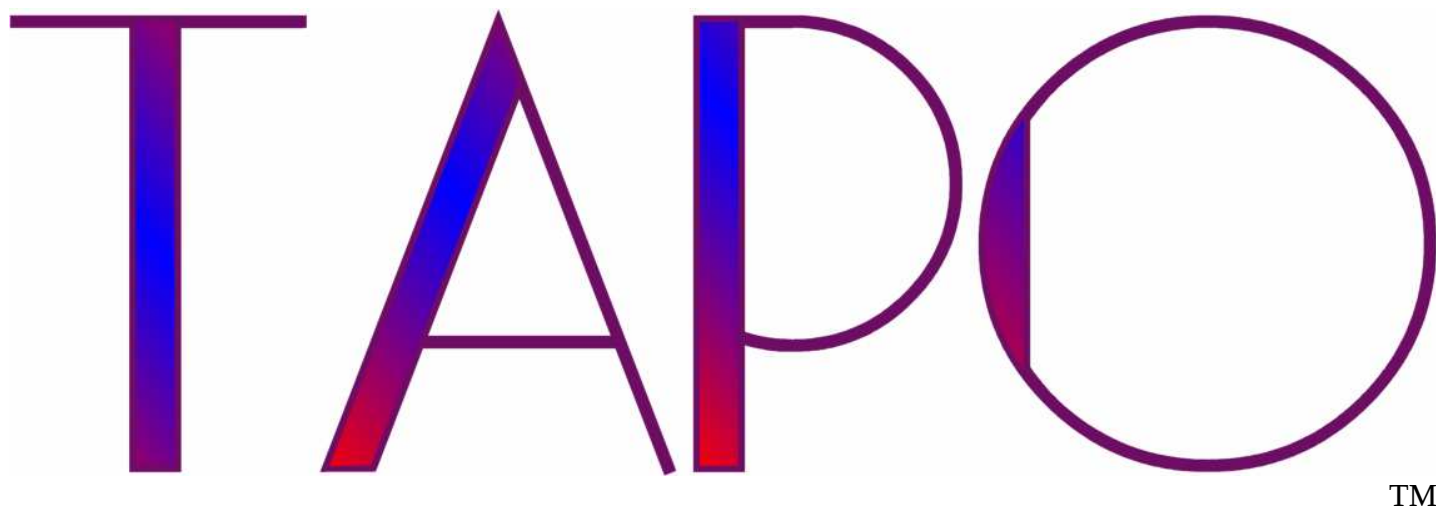




(Tableau Poker)

RULES OF TAPPO 36

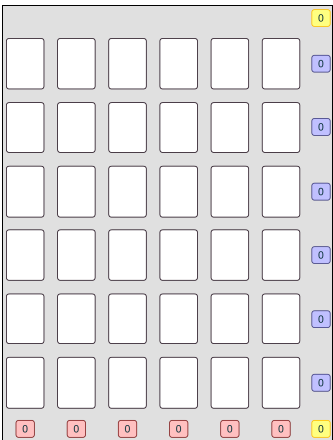
EQUIPMENT

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 14 rows of 6 cards each:
- 6 Horizontals (next to a blue scorebox)
 - 6 Verticals (above a red scorebox)
 - 2 Diagonals (near a yellow scorebox)
- E 2.3** When in light colours() 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 [E2.6](#) & [C 2.3](#)-to return from link press Alt←). For online 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 () . When a diagonal is complete, its scorebox will be coloured either  or , depending on which side has scored the points for that Diagonal. A side scores the points for a Diagonal by playing the 6th card in 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** Reserve markers 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 final card in that

Diagonal (*i.e.* the 6th 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.

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 game decides whether to be  or  for the next game. (In the 4 handed game the captain of the losing team 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 captain of  always plays first of their side (called 1). In the first on-line game, the captain of  plays first of their side (1). In the physical game, the player to the left of 1 plays first for .

When playing, the sides alternate (*i.e.* 1, 1, 2, 2). In these rules, references to 1, 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  or . In the case of a switch, player 1 from one game becomes 1 for the next one, 2 becomes 1 etc. If the sides do not switch, then 2 becomes 1 for the next game, 2 becomes 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 $\times 1.5$)

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

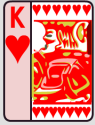
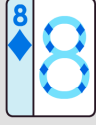
"wraparounds" *e.g.* do not count as straights, but an Ace may be counted as "high" in one row and "low" in an intersecting row

Only the best 5 card combination out of the 6 in a row may be counted.

e.g. four of a kind + pair counts only as four of a kind; flush + pair counts only as flush; flush + straight counts only as flush ; three of a kind + three of a kind counts only as full house, etc.

G 3.3 The player of the final card in a Diagonal always wins the points for the Diagonal (even if that card does not figure in the highest scoring hand in the Diagonal). The 6th card played in a Diagonal is the final card unless it is subsequently replaced by a Challenge, or any card in the Diagonal is replaced by a Last Card play in which case the Challenger or Last Card player wins the points for that Diagonal.

Example of scoring:

						<i>a</i> 27
						6
						16
						12
						<i>d</i> 12
						8
						0
2	6	0	<i>d</i> 14	6	14	<i>b</i> 12

The scoreboard shows final scores:-

Horizontal	Vertical
Score: 66	<i>c</i> Score: 77

- a* Red scorebox shows that **V** scored this diagonal
- b* Blue scorebox shows that **H** scored this diagonal
- c* **V** has scored 69 for hands and 8 for 2 successful challenges
- d* Pairs in these rows are not scored because they contain higher scoring hands

G 4 Deal and Play

- G 4.1** At the start of a match, players draw cards to determine who plays first. (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 **H** deals for the first game (and plays first card). For subsequent games, the deal always passes to the player who is to be **H**1 in that game.

When playing on-line, the computer deals the cards.

- G 4.2** Cards are dealt face down at the start of the Strategy Round, Challenge Round and Coup. Each player takes up their dealt cards into their hand. Cards are played in turn, one at a time into vacant spaces in the Tableau. Play proceeds in four rounds:-

	<u>Two Handed</u>	<u>Four Handed</u>
1 Strategy Round	(starts at turn 1) 9 cards are dealt to each player 7 cards are played by each player	(starts at turn 1) 5 cards are dealt to each player 4 cards are played by each player
	Restrictions: No card may be played as the 5 th or 6 th card in any row during this round.	
2 Challenge Round	(starts at turn 15) 6 cards are dealt to each player 6 cards are played by each player	(starts at turn 17) 3 cards are dealt to each player 3 cards are played by each player
	Note: the 5 th and 6 th cards may be played in any row and challenges are permitted during this and The Coup rounds.	
3 The Coup	(starts at turn 27) 6 cards are dealt to each player 5 cards are played by each player	(starts at turn 29) 3 cards are dealt to each player 2 cards are played by each player
	This fills up the tableau, but each player is permitted to play one more card (the "Last Cards")	
4 Last Cards	(starts at turn 37)	(starts at turn 37)
	Each player may play one of their remaining cards 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.

- G 4.3** **Time:** Each side is permitted a total of 25 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 4.4** The progressive times of the respective sides are displayed on the scoreboard.
- G 4.5** After each deal, and 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 4.6** 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 4.7** 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 4.8** **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

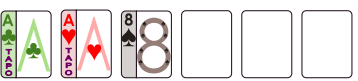
R 1 Overriding Rules

- R 1.1** No card may be played as the 5th or 6th card in any row during the Strategy Round.
- Note: The computer blocks all the spaces where no play is permitted.*

R 2 Reserved Spaces

- R 2.1** 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.

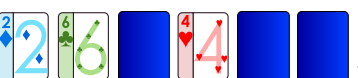
e.g.  is reserved for a full house.

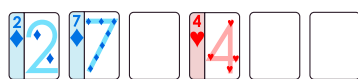
but  is not reserved since, in this combination,  makes no contribution to a scoring hand

 is reserved for four of a kind

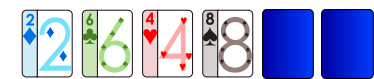
R 2.2 To reserve for a straight or routine flush, any three cards within a five card range must be played, but need not be laid in sequence in the row. (Of course, for a routine flush, the cards must be of the same suit)

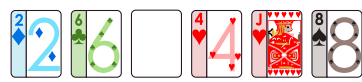
R 2.3

e.g.  is reserved for a straight

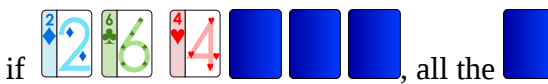
but  is not reserved .

R 2.4 If there is an incompatible card in the row, that will not spoil the reservation so long as there remain enough spaces in the row to complete the “reserving” hand-

e.g.  is reserved for a straight

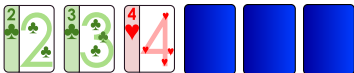
 is not reserved.

R 2.5 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 (or even improve) the reserved hand.

e.g. if , all the  are blocked against  even though play

of, say  by , in any of  would not prevent completion of the straight;

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

 is blocked against  even if  wants to play, say,  in a space (which would improve the reservation from straight to flush).

R 2.6 The space where two reserved rows intersect is reserved in favour of both sides ().

R 2.7 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 currently reserved, or to a higher scoring hand in that Diagonal.

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

If  are in the Diagonal, only  may be played, since any other card would only contribute to a full house which scores lower than four of a kind.

Even with  only  may be played.

If  are in a Diagonal,  may be played because it improves the reservation from a straight to a flush.

If  were played in a Diagonal to reserve it for a straight, play of another 5 (say ) would improve the reservation to four of a kind. Note that even if  were already elsewhere in the Tableau, the play would still be valid since it would secure a reservation for a full house with either a 3 or a 4 to be played as the final card.

R 2.8 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 2.9** If, having regard to cards already in the Tableau (not those in hand), it is apparent that a reserved row could not be successfully completed, then it is no longer reserved. The same applies if a five card hand already in a row can't be improved in score by any play of a 6th card

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.

- R 2.10** A row becomes reserved even though it will count against the player playing the card that reserves it.

- R 2.11** If the 4th or 5th card played in a row completes a reserved hand, then the remaining spaces in the row lose their reservation unless it is possible to improve the score in the row. The possibility of increase in rank (without a change in score) is not sufficient.

e.g. If       and  played to complete a flush, the 6th space remains reserved because  or  could be played there to complete a routine flush.

But if it were       and  played, it scores a flush and loses the reservation for the 6th card (even though play of, say,  or  as the 6th card would improve the rank of the flush it would not improve the score).

If a reserved row consists of three cards of the same rank and two or three reserved spaces and then the fourth matching card is played (to complete four of a kind), the remaining space(s) is no longer reserved.

If       are in a row and  already played elsewhere, play of  as the 5th card in the row results in the row being no longer reserved because it is not possible to complete the four of a kind (kings), and the possible increase in rank of the full house from KK KAA to AA AKK is not enough to preserve the full house reservation. If, however, the fifth card played were  (with the remaining  not yet played), the row would become reserved for four of a kind (aces), because this out-scores a full house.

R 2.12 If, at a player's turn, all spaces 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 2.13 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 Only cards played during the Challenge Round and The Coup may be challenged.

C 1.2 When a card is played to complete the 5th or 6th card in 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 border) a played card which is potentially available for challenge.

- C 1.3** To be a successful challenge, the rows intersecting at the challenging card must contain hands totalling more points than the points scored in those rows when occupied by the challenged card.
- C 1.4** 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. But, on each count, only the highest scoring hand in each row is counted. Any hand in the row may be counted, even if it does not contain the challenging/challenged card. ([See example f below.](#))
- Note: Scores for this purpose are not counted towards the final score.*
- C 1.5** Challenges which score equal points with the challenged card fail (even if the challenger's hand outranks the challenged hand).
- C 1.6** 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 example \(c\) below.](#))
- C 1.7** The computer automatically compares the scores and indicates if the challenge is successful or fails.
- C 1.8** 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.
- C 1.9** A successful challenge card in a completed Diagonal scores the points for that Diagonal for the challenger's side.

e.g.

K					
	K				
		K			
			K		
3	4	5	6	J	6
					5

If **J** challenged by 2 the challenge would succeed and scores the points for the Diagonal for the Challenger's side even though the 2 would not increase the value or rank of the KKKK hand. However, if the 5 were not present in the Diagonal (*i.e.* that space still vacant)

ownership of the Diagonal would remain undecided. It would subsequently go to the side playing in that space.

C 2 “Flow-on” Challenges

- C 2.1** If a challenge is successful, the challenged side may themselves challenge the challenger’s card. If this “flow-on” challenge succeeds, the flow-on challengers score the challenge bonus of 4 points and capture the challenged card. The original challengers then take their normal turn but lose their challenge bonus. If the challenged side do not wish to (or are unable to) flow-on challenge, they click on the ‘pass challenge” button to allow play to continue.
- C 2.2** It is even possible for the flow-on challenge to be further challenged. If successful, the challengers score the challenge bonus, capture the challenged card and then take 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 C2.2](#), the challenger’s partner may make a further flow-on challenge.

Example of challenges



a Play of K in this space (scoring $2+6 = 8$ points) could be challenged by play of 8 (scoring $8+2 = 10$ pts).

b If any 10 were played in this space (by **H** scoring 0 pts), challenge by any 8, J, K or A (2pts) or Q ($2+2 = 4$ pts) would succeed. But if **H** had first played an A in space **e**, play of 10 in space **b** (scoring 12 pts) could not be challenged because it could not be outscored.

c Play of  in this space (by **V**, scoring 0 pts) could be challenged by play of any 7, 10, J, Q or K, scoring 2 pts and (except for any spade played) unblocking space **d**

e Play of an A in this space (by **H**) cannot be challenged because it does not complete a five card hand in any row.

f Play of any 7 here (scoring 21 pts) could be challenged by any 8 (24 pts) or any 3 (22pts). If a play of 7 is challenged with a 3, the original player could make a flow-on

challenge with 8H (the only remaining 8) if he holds this card. Note: in each case the full house in horizontal row is counted even though the challenging/challenged card does not contribute to it. Note also, this space is not reserved because all 2s have already been played.

LAST CARD

L 1 Last Cards

- L 1.1** After all spaces in the Tableau are filled, each player 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.
- But note*, the final card played in The Coup 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 1.2** 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.* a player 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.
- L 1.3** A player may decline to play his 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 1.4** A Last Card played in a Diagonal will be treated as completing the Diagonal which is then 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 1.1** In the four handed game, if a challenge fails, the challenger's side is not permitted another challenge against that card and must take their normal turn.
- O 1.2** The players may agree not to apply time limits for the physical game (except in tournament play).