

Rules of Po& Poker Patience

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Basis

The ordinary deck of 52 cards, that is divided into 4 [suits](#) and 13 [ranks](#), is used for this solitaire.

The rules of Po& Poker Patience are derived from the card game poker, as well as the traditional poker solitaire.

In poker the cards rank from lowest to highest: 2, 3, 4, 5, 6, 7, 8, 9, 10, J(ack), Q(ueen), K(ing) and A(ce), but the Ace may also count as low (below the 2) in a [Straight](#) (or [Straight flush](#)).

It's the eight poker combinations of maximum five cards that form the basis of Po& Poker Patience, and these are the following:

[Straight flush](#)

[Four of a kind](#)

[Full house](#)

[Flush](#)

[Straight](#)

[Three of a kind](#)

[Two pairs](#)

[One pair](#)

Play

One card at a time is turned and placed in one of two 5x5 layouts. Once a card has been placed in a layout, any subsequent card that goes in the same layout must be placed adjacently to another card.

Play continues until both layouts have been filled. The last two cards in the deck will not be used.

Demands

In order to win the game the following must be accomplished in both of the layouts:

All the eight poker combinations must be present in the layout, ie. at least one of the five lines, five columns or two diagonals in the layout must represent any given poker combination. In order to meet this demand no high combination may "count" as a lower combination (ex. a Full house may not be used as Three of a kind simply because another Full house is present in the layout).

All of the five lines, five columns and two diagonals in the layout must represent one of the eight poker combinations.

Every card must play an active part in at least one poker combination (ex. if a card is the unmatched one in a Four of a kind combination in one direction, and one of the unmatched cards in a One pair combination in the other direction, this card does not play an active part).

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Straight Flush

Five cards in an unbroken sequence of ranks, all of the same suit. (ie. five cards making both a Straight and a Flush)

Four of a kind

Four cards of the same rank.

Full House

Three cards of the same rank, and a pair of another rank.

Flush

Five cards all of the same suit.

Straight

Five cards forming an unbroken sequence of ranks (ex. 3, 4, 5, 6, 7, 8).

Three of a kind

Three cards of the same rank.

Two pairs

Four cards forming pairs of two different ranks.

One pair

Two cards of the same rank.

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Ranks

There are 13 ranks in the traditional deck of 52 cards: 2, 3, 4, 5, 6, 7, 8, 9, 10, J(ack), Q(ueen), K(ing) and A(ce). Every card belongs to one and only one rank.

Suits

There are 4 suits in the traditional deck of 52 cards:

♠- Spades

♦- Diamonds

♣- Clubs

♥- Hearts

Every card belongs to one and only one suit.

Hints for Po& Poker Patience

Introduction

The hints that follow are not based on an accurate analysis of the game. They are just general principles that seem to heighten the chances of winning the game.

Strategy

Build towards (Straight) Flush horizontally or vertically, and towards Four Of A Kind and Full House in the other direction. Combining these strategies go for a Straight in one of the diagonals.

Put high cards (8 to King) in one layout and low cards (2 to 7) in the other. Remember that the Ace may be used as both low and high.

Don't be tied by the above mentioned principles, an important point is to not define too quickly which cards should make up which poker combinations. Keep several possibilities open.

Playing

Having a choice in early play, put a card so that the number of places in the layout where a card can go increases quickly.

It's not hard to make neither a Straight Flush nor a Four Of A Kind since 50 of the 52 cards in the deck may be used, but it is nevertheless a great advantage to make these combinations as soon as possible. Once these combinations have been made, play may continue with greater flexibility.

Avoid duplicating combinations. It's eight combinations that must be made, and only twelve ways to make them. Of course this means that duplicates can't be avoided all together, but this should not happen before the later stages of the game.

Finishing

"Four flushes", ie. four cards all of the same suit, are valuable near the end of the game because a high card that would ruin the chances in the layout of high cards, may find its place in the layout of small cards (and vice versa).

Calculations during the end of the game should be based on an accurate knowledge of exactly which cards are left to be used. Are any of the suits exhausted? Are there any pairs left in the deck that might be used for a Two Pairs (or One Pair) combination?

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Interface for Po& Poker Patience

Play

To put the turned card into a layout, simply "click" inside one of the rounded rectangles. If this position is not adjacent to cards already in the layout a warning will be displayed.

By pressing any of the arrow-buttons below a layout, all cards in the layout are moved one step in the indicated direction and thereby changing which cards belong to the diagonals.

Status

To see the current standing, choose 'Status' from the 'Show menu'. One window is displayed for each layout.

The poker combinations are listed to the left in the window. Once a poker combination is made, that combination will be displayed using black color. For the three lowest ranking combinations (Three of a kind, Two pairs, One pair) a blue color will be used if the combination has only been made using less than 5 cards.

To the right the status of rows, columns, diagonals and individual cards are displayed. Once a combination is made in a row, column or diagonal, the corresponding "lamp" will be lit. (The "lamps" for the diagonals are in the upper left and -right corners.)

A card placed in the layout will be shown in black if it plays an active part in any combination.

At the end of the game all poker combinations and cards should be displayed in black, and all "lamps" should be lit. If this is the case for both layouts, the game is won.

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