

have gathered the cards together into one pile, it becomes your new stock. Deal the cards four at a time and play as normal.

Advice

☞ When deciding which pile to place your card in, follow this golden rule: Where possible, never put a higher card on a pile that already contains a lower card of the same suit.

☞ Also, think carefully about the order in which you pick up the four piles for the redeal. You should try to work it so that the highest cards are on the bottom of the new stock pile. That means you'll deal them last and they won't block the lower cards that you need early on.

37. POKER SOLITAIRE

Even if you've never played poker in your life, you'll be able to play this game. Everything you need to know is explained. The only thing that is the same as poker is the scoring system, so there's no bluffing, no raising, no chips and certainly no smoky rooms or green visors.

The key to *Poker Solitaire* is arranging your cards in the best possible way. You score points for certain combinations of cards. Unusually for solitaire, when you deal, you get to choose exactly where to put each card. You should place them where they will form high-scoring poker hands. The more points you win, the better.

You'll also notice below that the *Game type* is quite rare—it's a puzzle game. This is one of the few games that doesn't fit into the Fun or Strategy categories.

Game type: Puzzle

Aim: Arrange the cards to score the maximum number of points

One game takes about: 5 Minutes

Expect to win this game: Sometimes

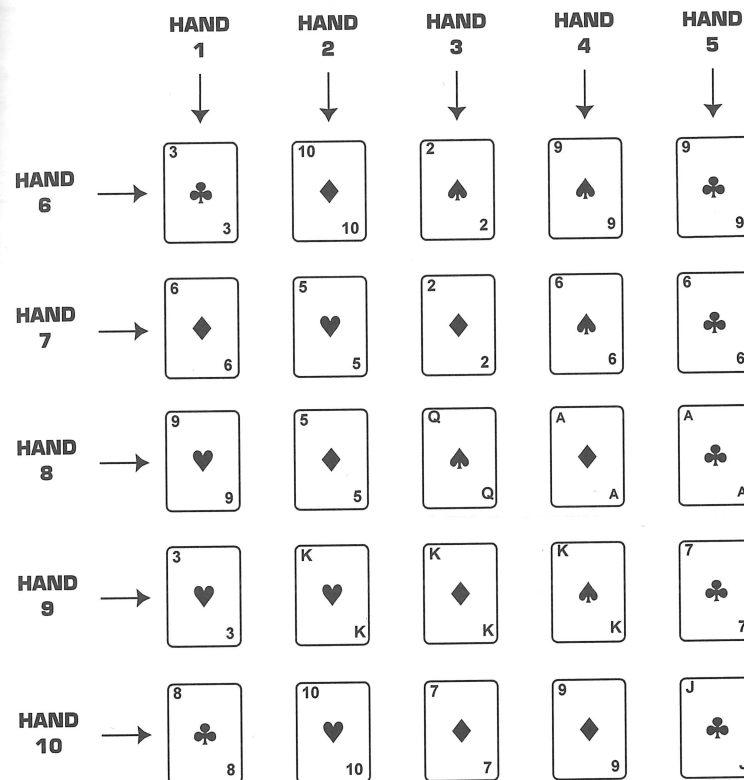
Packs of cards: One

How To Play

Deal twenty-five cards, one at a time. Place each card into any unfilled position on a five-by-five grid. Each row and each column on the grid represents a poker hand of five cards.

A poker hand is just a group of five cards. Some combinations of cards are worth points. But more on that later.

In total, there are ten hands: five rows and five columns. The aim is to get the highest possible score from those ten hands. Once you place a card, you may not move it.



The following *How To Score* table gives you a list of what the different poker hands are and how many points you win for each of them. You should aim to score as many points as possible.

You'll notice that each card counts in two hands—one row and one column. For example, 5♦ is part of Hand 2 and also part of Hand 8.

There are two different ways to keep score, English and American. We'll explain below how these two systems work.

First, we'll quickly look at a couple of examples of how the cards form different hands. In our diagram, Hand 5 (9♣, 6♣, A♣, 7♣, 2♣) would be a **flush**, while Hand 9 (3♥, K♥, K♦, K♠, 7♣) would be a **three of kind**. Those are examples. We did say it would be a quick look.

Here is the table to tell you which hands are worth points:

How To Score:		English Scoring	American Scoring
Name	Description		
One Pair	One pair of the same rank + three odd cards 7♣ 7♥ 2♦ A♥ 9♠	1	2
Two Pairs	Two pairs of the same rank + one odd card 6♥ 6♦ J♣ J♥ 8♦	3	5
Three of a Kind	Three cards of the same rank + two odd two cards A♣ A♥ A♦ 9♥ J♦	6	10
Straight	Five cards in sequence, regardless of suit 8♦ 9♠ 10♠ J♥ Q♣	12	15
Flush	Five cards of the same suit, not in sequence 6♠ Q♠ 2♠ 4♠ 9♠	5	20
Full House	Three cards of the same rank + a pair of cards of another rank Q♠ Q♦ Q♥ 5♣ 5♥	10	25
Four of a Kind	Four cards of the same rank + any other card 2♦ 2♣ 2♥ 2♠ K♣	16	50
Straight Flush	Five cards in sequence, all of the same suit 4♣ 5♣ 6♣ 7♣ 8♣	30	75
Royal Flush	10-J-Q-K-A of the same suit 10♦ J♦ Q♦ K♦ A♦	30	100

As with regular poker, aces in any one hand can be high, ranking above kings, or low, ranking below 2s. You can't "turn the corner," however, so you are not allowed to have a sequence that goes from king to ace to 2. So, Q-K-A-2-3, for example, does not count as a **straight**.

Don't worry about the order of the cards within any one hand. If you've got a pair of 9s, they don't have to be right next to each other—so long as they are in the same hand, they count as a pair. Look at Hand 4 for an example of this.

Similarly, if you've got a straight the cards don't have to be in order. As long as they are all there, it counts as a straight. For an example of this, look at Hand 10. It contains an 8, 10, 7, 9, J. These form a straight even though they are not in order. All that matters is that all of the cards are in the same hand

How To Win

Score at least 70 English points or 200 American points.

Redeals

You're not allowed any redeals.

Advice

☞ Here is a word about the two different points systems. Once you know how each of them works, you'll be able to decide which one you want to use.

☞ English points reflect the difficulty of getting particular hands in *Poker Solitaire*. American points, on the other hand, reflect the difficulty of getting particular hands in regular poker.

38. SWITCH-A-ROO POKER SOLITAIRE

This game takes longer than *Solitaire Poker* and has more room for more strategy.

Game type: Puzzle

Aim: Arrange the cards to score the maximum number of points

One game takes about: 5 Minutes

Expect to win this game: Sometimes

Packs of cards: One