

THE ORIGINAL PO•KE•NO® BASIC GAME



4-CORNER PO•KE•NO®

Each player, except the dealer, is given a board and some chips. (If there are more boards than players, the dealer may also play.) The dealer shuffles the cards and turns the top card over, calling it out. For example: "Queen of Spades". Each player, who has the Queen of Spades on his/her board, cover it up with a chip. The dealer continues turning over cards in succession, and the players continue covering cards on their boards until someone has covered a complete row of five - either horizontally or vertically. The player calls "OUT". The player who wins becomes the next dealer.

SCORING METHODS

1. The winner receives all chips lying on the other players' boards.
2. The winner receives a reward according to the Poker Value of his /her hand. (*See Rank of Poker Hands*)

5-CARD PO•KE•NO

Play by the "Original PO•KE•NO - Basic Rules;" however, continue to turn over cards until each player has covered 5 in a row. The player with the Highest Value Poker Hand covered is the winner. The winner may receive all of the chips on the other players' boards or a number of chips from each player equal to the value of the winning hand.

PO•KE•NO BLACK JACK

The dealer plays his/her board against the other players' boards. He/she turns over cards until he/she has five in a row. Players who don't have five in a row, compare their Poker Value with the dealer. Those with a higher value beat the dealer; lower values lose to the dealer.

Follow the game play as in the "Original" PO•KE•NO - Basic Game" except score as follows:

1. The first player to score his/her center space receives 1 point.
2. The first player to score all four corners on his/her board receives 4 points.
3. The first player to score five in a row scores 5 points. The first player to score 5 points is the winner. (Maximum number to score in round is 10)

PO•KE•NO ROULETTE

Each player (except the dealer) receives a board. At this time, players must agree upon a standard reward for the winner. Players lay a chip (wager) on any card, thereby marking two rows (one vertical and one horizontal). The dealer turns over cards one at a time, calling them out. Players only place a chip on their boards if the card called falls in one of the two rows marked by the wager chip. If after the dealer calls out 25 cards and no one has scored 5 in a row, the dealer wins. If a player scores 5 in a row before the dealer calls out 25 cards, he/she is the winner.

RANK OF POKER HANDS / SUGGESTED CHIP VALUE

Royal Straight Flush (Ace, King, Queen, Jack, 10 - all one suit) — 9 Chips

Straight Flush (5 Cards, same suit in sequence. i.e.; 3,4,5,6,7) — 8 Chips

Four of a Kind (4 Cards, Same Denomination) — 7 Chips

Full House (3 of One Kind Plus 2 of One Kind) — 6 Chips

Flush (5 Cards of the Same Suit, but Not All in Sequence) — 5 Chips

Straight (Any 5 Cards in Numerical Sequence of Mixed Suits) — 4 Chips

Three of a Kind — 3 Chips

Two Pairs — 2 Chips

One Pair — 1 Chip