



Points Score Sheet

The Value for the Winning Guess is on the scoreboard. Enter each player's Guess in their column and if someone wins, put a mark in their column next to the winning Guess.

Winning Goker Card gets

A Bonus 100 points for Level ONE.

A Bonus 150 points for Level TWO

A Bonus 200 points for Level THREE

Card Score Calculation

Using grid below, multiply the pattern's score by the amount shown for your card and level. Only cards with a pattern get this score

CALCULATING EACH LEVEL'S FINAL SCORE

Card Score + Winning Guesses total + (for winner only) Winning Goker Card Bonus.

After Level 3, the 3 totals are added together & the winning total of all 3 Levels Wins!

CARDS	LEVEL 1	LEVEL 2	LEVEL 3
2-10	4x	3x	2x
J-A	5x	4x	1x

- 1. Goker Spot |10
- 2. Line Any way |20
- 3. Line Hard Way |30
- 4. 2 Lines Any way |40
- 5. Goker 9 |50
- 6. 2 Lines Hard Way |60
- 7 & 8. Half Goker |75
- 9. 4 x 4 |90
- 10. Goker |100

GOKER - SCORE	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7
LEVEL ONE							
Guess 100pt							
Guess 100pt							
Guess 100pt							
Guess 100pt							
Guess 100pt							
Guess 100pt							
Guess 100pt							
Guess 100pt							
Winning Guess Total +							
CARD/PATTERN SCORE =							
Total + 100 for winning card							
	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7
LEVEL TWO							
Guess 75pts							
Guess 75pts							
Guess 75pts							
Guess 75pts							
Guess 75pts							
Guess 75pts							
Winning Guess Total +							
CARD/PATTERN SCORE =							
Total + 150 for winning card							
	Player 1	Player 2	Player 3	Player 4	Player 5	Player 6	Player 7
LEVEL THREE							
Guess 50							
Guess 50							
Guess 50							
Guess 50							
Winning Guess Total +							
CARD/PATTERN SCORE =							
Total + 200 for winning card							
LEVEL ONE							
LEVEL TWO							
LEVEL THREE							
TOTAL							