



RULES FOR THE POINTS VERSION Updated 11/11/22

OBJECT: To earn the most points.

Players are dealt three cards each from the Goker Deck per game.

As the numbers are called for a 75 ball Bingo draw, Goker players mark the numbers off each card with a dry erase in their hand.

There are three levels of play in the standard/default play in the app:

- 1st level ends after the 25th number (5 Goker Rounds)
- 2nd level ends after the 40th number is called and (3 Goker Rounds)
- 3rd level ends after the 55th number is called. (3 Goker Rounds)

Note: At the end of each level, the player's choose to play one of their 3 Goker cards . Once played, that card is out of the game.

THE GOKER ROUNDS: Starting before the first number drawn, each player makes their GUESS for the next 5 bingo numbers called, This is a "GOKER Round". On the app the Goker Coin flips to end the GOKER round and remind everyone it is Guessing time for next round.

The Guess begins with the player to the left of the dealer. Each subsequent Guess begins with the next person following to the left.

THE GUESS: is any uncalled number each player thinks will be called in the next 5 numbers drawn, ie Player one guesses B5, player 2 guesses N37 and so on around the table. These are then recorded on the Scoresheet shown below (Download and Print from Goker Website on the rules page)

No two guesses can be the same number.

Whichever of those guesses is called in the next five numbers THAT PLAYER MUST CALL "**GOKER**" if they miss it before another player's Guess comes up and GOKER is called or the round ends then the player who misses does not collect the points. **BE AWARE OF THE 5TH NUMBER**, if your number is called on the 5th number you must call out GOKER before the coin flip ends on the APP.

GOKER ROUND AND RAPID START If playing the RAPID Start game (See USING THE APP on last page) if any player's number is affected by the first number called they can also call GOKER at that time.

The values of the winning Guess is on Scoresheet.

Playing A Card. On the last number of each level (ie standard play is: 25th, 40th and 55th number drawn) the Goker app will prompt you to validate cards signifying end of Level. (You can validate cards at anytime during the game.) Players lay one card they choose to play face down. The cards are then turned over and the highest Bingo card pattern value played wins the level plus the bonus points (See **Scoring** below). Everyone including the Winner collects the points that their card and pattern value get them (see points formula below). In the event that no pattern

is played, then the Winning high card gets only the bonus points that level earns them. Once played that card is then eliminated from the hand.

WINNING. The highest Goker pattern wins. For example a 2 of clubs with a "Line hard way" beats a King of hearts with a "Goker Spot"

If no patterns are played however, then the highest card value wins.

After third level the three level's totals are added together and the player with the highest number of points wins!

PATTERN POINTS VALUE DOES NOT DETERMINE WINNING CARD

*Cards are ranked **ONLY** by Pattern 1st, if not patterns played, then Card value, and after that, in case of a tie (see below) then by suit.*

SCORING: Each player takes the value of their card according to scoring below. The Winning Goker Card also gets:

- A Bonus 100 points for Level ONE.
- A Bonus 150 points for Level TWO
- A Bonus 200 points for Level THREE.

This is added to the score their card gets them if any. (See formula below)

TIE - In the event of a Bingo pattern tie, the value of the card from a low 2 to a high Ace is determined with the high card winning. If those cards are also the same value then the suits come into play with the following ranking from lowest to highest for this game:

- Clubs - Lowest
- Diamonds
- Hearts
- Spades - Highest.

THE GOKER CARD:

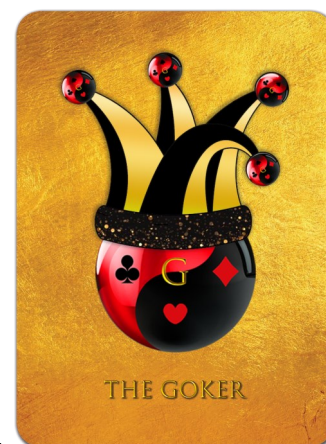
Each deck comes with two cards* called "**The Goker**". This is an **optional WILD** card to include into a game of Goker.

When played, in the points version, that player splits the total points the Winner of that level earns in that level. The Winner gets half, the player who played the Goker Card gets half. If the winner's score ends in a 5 round it up to the next 0.

In the event two players play a Goker card in the same level. If only two players playing, then the two players get 0 points each.

If 3 or more players then the the Winning hands points are still split in half, with one half going to Winner of Level and the other half being split into half again for each of the Goker card holders. It is rare, but it can happen. For simple addition, any scores resulting from a Goker Card being played will round up to next 0.

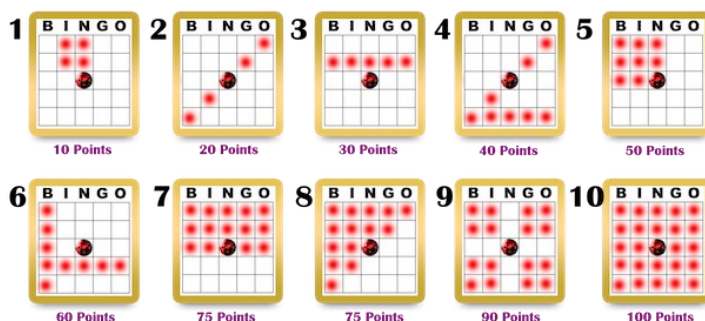
*Original Goker deck comes with only 1 Goker.



ONLY GOKER RANKING PATTERNS APPLY IN THE GAME OF GOKER

Conditions

- **Hard Way:** not using the center **G-SPACE** to complete the pattern.
- Pattern 9 must be in the 4 corners.
- Patterns 1-6 can be anywhere on the card according to their conditions.
- The center **G-SPACE** is always free



Ranking Pattern

Lowest Ranking Pattern

1. **Goker Spot (Four Spot Hard Way)** | 10 Points
2. **Line Any way** | 20 Points
3. **Line Hard Way** | 30 Points
4. **2 Lines Any way** | 40 Points
5. **Goker 9** | 50 Points
6. **2 Lines Hard Way** | 60
7. **Half Goker** Horizontal or Vertical | 75
(Any 3 consecutive lines Horizontal or Vertical)
8. **Half Goker** Diagonal | 75
(Diagonal **Beats** Horizontal & Vertical)
9. **4 x 4** (4 Goker Spots in the 4 corners) | 90
10. **Full Goker** | 100

Highest Ranking Pattern

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

el 1 a pattern would get you 5 times the amount.

THE FORMULA *How Points are earned.*

PLEASE NOTE: THE GOKER APP DOES SHOW THE FINAL POINTS VALUE OF CARDS WHEN VALIDATING.

If you have a 2 to a 10 and you play it in level 1 and **ONLY** if it has a pattern, then according to the above graph you get 4x the value of the pattern as shown above. If you have a Jack to an Ace in Level

There is also a **Printable Score Sheet** for the Points version at gokerdeck.com on the Rules

page.

Using The App

Classic Draw - One ball drawn at a time.

Rapid Start - The first number drawn determines the numbers to cross off right away. For example if **N37** is the first number drawn, then every other number with a **7** as the **2nd** or only digit in it gets marked off too. In this case it would be **B7, I17, I27, G47, G57 & O67** would be marked off on all cards, then ignored if they are drawn after. If a 2 digit number is first drawn it is the 2nd digit that determines number. If 1st number is single digit, that digit determines the number. **THIS IS ONLY DONE WITH THE FIRST NUMBER CALLED.**

IMPORTANT TO NOTE: In Rapid Start no matter how many numbers are marked off, in the count on the APP it still begins at **1**. The numbers that are marked off from the 1st number called are still actively accounted for and should be marked off on players cards. The Rules of Goker are that the first number drawn is counted as Number 1 in both "Classic Draw" and "Rapid Start".

EXTERNAL DRAW—Selecting External Draw makes the call board a touch screen for end user to touch and add each number called from a live call to the Goker app for Validation purposes.

Custom Level: Allows users to create the level amounts of their choice. Always in increments of 5. The more numbers drawn the more potential the patterns by endgame. We advise not to exceed 65.

After you set up your custom levels you can still choose between a Classic Draw or Rapid Start.

VALIDATE: In the Goker Companion APP you will automatically be prompted to VALIDATE after the final number of each level. When Validate is selected, just push the suit bar of the Goker Card and you will be given the number option to select to validate what level if any that card achieved. The points value of that card is also shown. You can validate at anytime during the game as well.

Fun Note: *with the Goker App, at the end of a game players can learn ultimately what pattern their 1st two played cards would have ultimately reached...*

Rules may be modified in the future as will ongoing optional variations to the play of the game. Always check the updated date on the GokerDeck.com rules page.

WE LOVE FEEDBACK AT GOKERDECK.COM