

POKER TILES

Rules

Contents

1 Game Board

4 Tile Trays

52 Card Tiles (Full Deck of Cards)



4 – 2x Jokers
(Wild Cards= 2x the hand value)



4 – 3x Jokers
(Wild Cards = 3x the hand value)

Fabric Bag to hold tiles

Object of the Game

Score the most points by playing new poker hands and/or by using your tiles to change existing hands on the board to new hands in a crossword puzzle format.

Set Up

1. Open game board and place on a flat surface.
2. Choose a scorekeeper and make sure that person has a pen or pencil and paper.
3. Give each player a rack for their tiles.
4. Each player reaches into the bag and picks one tile. The player with the highest point value tile goes first. Place all tiles back in the bag. Game is played clockwise.

Game Play

1. Each player reaches into the bag and picks out 5 tiles and places them on their tile rack.
 2. The first player lays out a poker hand of up to 5 tiles in the middle of the board (Make sure at least one of your tiles is on one of the gold squares that mark the center of the board). **The minimum playable hand is a pair of Jacks.** Points earned by the player are recorded by the scorekeeper. After playing their hand, the player takes as many tiles as they played from the tile bag, keeping the number of tiles on their rack at 5.
 3. **If players cannot play a tile**, or would simply like to improve the tiles on their rack, they can use their turn to trade tiles from their rack for new tiles from the bag. If a player trades tiles, they cannot play any tiles on that same turn.
 4. The next player plays a hand of up to 5 tiles, replenishes the tiles they played with new ones from the bag and the scorekeeper records their score.
 5. If a player cannot play a tile and all the tiles in the bag have been taken, they forfeit their turn and play moves to the next player.
 6. If all players forfeit their turns because they cannot play a tile and there are not any tiles in the bag, the game ends.
- WINNER:** The player with the highest point total when the game ends is the winner.

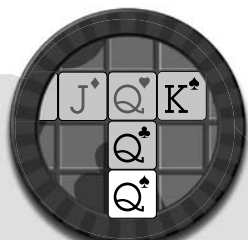
Poker Fun!



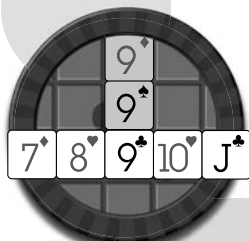
House Rules

- All hands must be a pair of Jacks or better.
- No hand may be more than 5 tiles long (a full house consisting of 3 Queens and 2 Kings may not have a Queen added to the end of it to make a 4 of a kind).
- All hands must connect to an existing hand on the game board. Like crossword puzzles, (see box cover), no diagonal connections are allowed.
- All hands must be legitimate poker hands in all connections. Laying down a poker hand that invalidates a previously played hand is not allowed.

- Players can add on to existing hands to change it to a new hand. A Queen added to a pair of Queens makes a 3-of-a-kind (see example 1).
- If a player adds a tile to the end of a hand to create a new hand, they may use that tile to create a new hand running perpendicular to the first. The player will receive full point value for both hands (see example 2).
- Straights are made up of 5 tiles only; 4 tiles cannot make a straight. If a straight is played, it cannot have a tile added to the end of it, even if that tile correctly matches the sequence.
- Point values for the hand currently being played and all connecting hands that are changed to new hands are credited to the player currently playing the hand.



EXAMPLE 1
Adding a Queen
makes 3 of a kind



EXAMPLE 2
Score: 3-of-a-kind is 3 pts
plus a straight 4 pts = 7 pts

Wild Joker Tiles

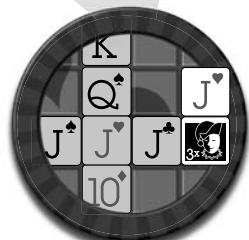
- Jokers are wild. Once a Wild Joker Tile is played, it stays wild for all players. Only the player that originally laid the joker on the board can use the multiplier to increase their score (see below).



- There are two types of Wild Joker Tiles.
- Multiply your hand's score by 2 with a 2x Joker (see example 3).
- Multiply your hand's score by 3 with a 3x Joker (see example 4).
- If players use a Wild Joker Tile to create 2 or more hands, they must choose which hand the multiplier applies to. The other hand will be scored normally (see example 5).
- If players lays down more than one Wild Joker Tile, they must choose which of the multipliers they will use to increase their score.
- A Wild Joker Tile may not be used in two different ways during the same turn (see example 6).



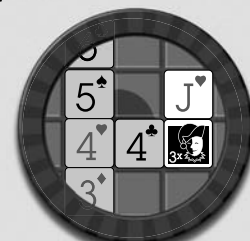
EXAMPLE 3
Score: 4-of-a-kind is 7 pts
with 2x Joker = 14 pts



EXAMPLE 5
Score: 4-of-a-kind is 7 pts
with 3x Joker = 21 pts
with additional pair 2 pts = 23 pts
(player chooses
4-of-a-kind to multiply)



EXAMPLE 4
Score: 3-of-a-kind is 3 pts
with 3x Joker = 9 pts



EXAMPLE 6
Joker **CANNOT** be a 4
and a Jack during the
same turn

Alternative Rules

- Faster/Easier Game*- pairs do not have to be Jacks or higher.
- Advanced Game*- remove all or some of the Wild Joker Tiles.



Having Fun
One Piece
at a Time™

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