



**WOKER®** is Word Poker -- the fun and witty word game based on three popular poker games - Draw, Stud, and Hold 'em. *Don't know poker* -- no worries! Your creativity and spelling skills wins this game.

**The Goal of WOKER:** Make the highest scoring words with the cards in your hand based on the points associated with each letter. The player with the most points after 10 hands wins.

#### **Set-up:**

WOKER cards & tally sheets -- included in game; pencil and timer/watch -- not included. A WOKER deck consists of 120 cards. WOKER is appropriate for ages\* 8+ and can be played most effectively with 2 -- 8 players or in teams of 2 players. \*For children 5 -- 11, WOKER is an engaging educational tool. See alternative rules that follow.

Shuffle the cards before dealing each hand. Deal the cards clockwise from the player dealer. The player dealer changes after each hand in a clockwise manner. Words must be in the dictionary and players choose if they want abbreviations and proper names to be allowed. After the cards are dealt, players have **60 seconds** to create words for each hand. Words must have at least 2 letters.

The **WOKER Joker** -- also known as the **Wild WOKER** -- is a wild card. It can represent any letter and is worth 4 points. There are 4 **WOKER Jokers** in the deck.

**WOKER Words of the Week** are 5 words unveiled each Wednesday on the **WOKER** website and through Facebook and Twitter. Spell these words during the week they are announced and **double** their points!

#### **How To Play:**

All games use 9 cards per hand. Players make one or more words out of the letters in their hand. Points are calculated based on the letters in the words that are made. You can play two ways: (1) Tally the points of the words made with letters in your hand. **OR** (2) Test your best 'poker face' and bet loosely based on the rules of Draw, Stud or Texas Hold 'Em! Specific betting rules for each game follow.

#### **Keeping Score:**

##### **Tally Version:**

After each hand, players show their cards, total the points of their words, and subtract the points of the unused letters in their hand. Their score is recorded on the tally sheet (included). After 10 hands, the player with the highest total points wins.

##### **Bonus Points:**

**Spell WOKER and double its points -- the 11 points face value are now 22 points!**

Use all the cards in your hand -- add 2 points

Make a word of 6 letters -- add 2 points

Make a word of 7 letters -- add 3 points

Make a word of 8 letters -- add 4 points

Make a word of 9 letters -- add 5 points

Players are able to gain multiple Bonus Points. I.e. Get 2 points for using all the cards in your hand *plus* 3 points for making a word of 7 letters.

##### **Betting Version:**

**Spell WOKER and you win the hand as WOKER trumps all other words!** There is no subtraction of unused cards. For each hand, the winner takes the pot of chips that has been bet. After 10 hands, the player with the most chips wins! Specifics are noted below, in rules for each game version.

## HOW TO PLAY THE WOKER GAMES

### WOKER Draw

This is the most popular WOKER game and is recommended to be the starter WOKER game.

#### Tally Version:

9 cards are dealt face down; players can draw (exchange from dealer) up to 5 cards, once. Players keep score by tallying the points of the words in their hand.

#### Betting Version:

There is a round of betting after the cards are dealt. After the betting, players can draw (exchange from dealer) up to 5 cards. Another round of betting ensues followed by the final 'showdown' – the showing of each players' hand. The player whose hand makes words with the most points wins the hand and the chips.

### WOKER Stud

#### Tally Version:

Players are dealt 4 cards down – 1 at a time; then 4 cards up – 1 at a time; then 1 final card face down. Players keep score by tallying the points of the words in their hand.

#### Betting Version:

Players are dealt 4 cards down – 1 at a time; then 4 cards up – 1 at a time; then 1 final card face down. Betting takes place after each round of the single 4 cards being dealt face up and the final card being dealt face down. The player whose hand makes words with the most points wins the hand and the chips.

### WOKER Hold 'em

#### Tally Version:

Players are dealt 5 cards face down; then 4 community cards are dealt face up. Players can use community letters only once as they make words. (I.e. If there is one E in the community letters, each player can only use that E once.) If there is a word in the Community cards, players cannot count the points unless they have added to the word. (I.e. 'RULE' is in the community letters. A player can count that word if they add an 'R' and make it 'RULER'.)

#### Betting Version:

Players are dealt 5 cards face down; then 4 community cards are dealt face up. After first 5 cards are dealt a round of betting occurs. After the 4 community cards are dealt, bets are again placed or players can fold. The player whose hand makes words with the most points wins the hand and the chips.

### WOKER Jr. – An Educational Tool for PLAYERS aged 5 – 11

Playing WOKER with younger children is an engaging way to help them to learn to spell and count. The original game has been slightly simplified in order to create an experience that is more appropriate and enjoyable for children. WOKER Jr. eliminates the deduction of points for unused letters. Play still ends at end of 10 hands. The player with the highest score wins. Spell WOKER and its points are doubled!

#### 6 Card Version suggested for ages 5 - 7:

6 cards are dealt face down; players can draw (exchange with dealer) up to 3 cards. Players keep score by counting the points of the words in their hand and recording them on the tally sheet.

#### 9 Card Version suggested for ages 8 – 11:

9 cards are dealt face down; players can draw (exchange with dealer) up to 5 cards. Players keep score by counting the points of the words in their hand and recording them on the tally sheet.



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