

Poko Pop! English Rule

Players: 3-5

Playing Time: 10-20 minutes

Ages: 6+

Game Design: Isegon

Illustration: Hina

3 Instruction Cards

10 Poko/Wait Cards (2 cards per player)

5 Poko Cards (1Poko-5Poko):

30 Score Cards (Front side: 1-5 points x 6 cards / Back side: All -1 point)

The cards with icon in the bottom right corner will only be counted as the score for the corresponding character.

"x2" cards multiply the total score by 2. This effect may result in negative score .

Please use these effect when you get used to the game.

Earn points by reading each other's move and using Poko! and Wait!

The player who has the most points will win.

In this game, each player chooses either "Poko!" or "Wait!", and all players announce it at the same time. If only one player chooses "Poko!", the player can get a score card.

This game is inspired by the Japanese traditional game "Takenoko Nyokki".

It's a psychological party game. Players must decide when to choose "Poko!" and steal a march on other players.

Face-up score cards are added up for points.

Face-down cards are all worth -1 point each.

The player with the highest points wins. A tie results in a draw.

This game has two rounds: a regular round and a final round. Regular rounds are repeated, and when an end condition occurs, a final round is played once, and scores are calculated.

Give each player one Poko! card and one Wait! card of the same character.

Shuffle the score cards with face down and create a deck.

Use one Poko card for each player, from "1Poko" to "Poko with the same number as the number of players."

Place the cards next to the deck, starting with "1Poko," then "2Poko," and so on.

Draw a score card from the deck equal to the number of players.

Starting with 1Poko, players place a score card face up.

Place a score card face down on the last Poko card.

Leave carryover space in an appropriate location.

● Round Flow

Proceed in the following order: 1Poko → 2Poko → ⋯ → Last Poko.

■ Procedure for Each Poko

1. Selection Phase

All players still participating at that point choose either Poko! or Wait! and place the card face down in front of them.

Reveal Phase

When everyone is ready, everyone calls "Poko Pop!" at the same time and turns their card face up.

The player who played Poko! should state the current number of Poko. (Example; "1Poko!", "2Poko!", ⋯)

Judgment Phase

Check the revealed cards and resolve the result.

The last remaining player flips the face-down score card on the last Poko and claims it.

This card's contents are hidden until it's claimed.

The round ends when one of the following occurs:

When the last Poko is played

When a duplicate occurs

All unused score cards on Poko are turned face-up and placed in the carryover space.

[A] If there is only one Poko! (Success)

That player claims the score card on the current Poko. That player does not participate in the remaining Pokos for this round.

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[B] If there are two or more Poko! players (Duplicate)

Each player who played a Poko! takes a -1 point card from the top of the deck. If there are no cards in the deck, deal the score cards placed in the carryover space face down starting from the top.

Place all remaining score cards in the carryover space together. However, the face-down score card on the last Poko must be turned face up before placing it. All placed cards must be placed face up in a neat pile.

Players cannot check those cards during the game.

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[C] If all players choose Wait!

Nothing happens.

Start again with the same Poko from "1_Selection Phase."

Do not move on to the next Poko until [A] or [B] occurs.

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When preparing a new round, if you cannot draw enough score cards from the deck to match the number of players, a final round begins.

● Preparation

Combine the remaining deck and all score cards in the carryover space into a single pile.

The final round consists of only one Poko.

● Procedure

As same as a regular round, everyone decides their selections (Poko! or Wait!), reveals their cards, and do judgement.

● Results

- If only one player has played Poko!, that player takes all of the cards in the deck.
- If two or more players have played Poko!, the cards in the deck are turned face down and divided equally among the players who played Poko!. Any remaining cards are set aside. All received cards are treated as -1 point cards.
- If everyone chooses Wait!, nothing happens, the game ends, and the scores are calculated.

Calculate the total score from all cards you earned so far.

All face-down cards are counted as -1 point each.

The player with the highest score wins. A tie results in a draw.