

Z O K E R

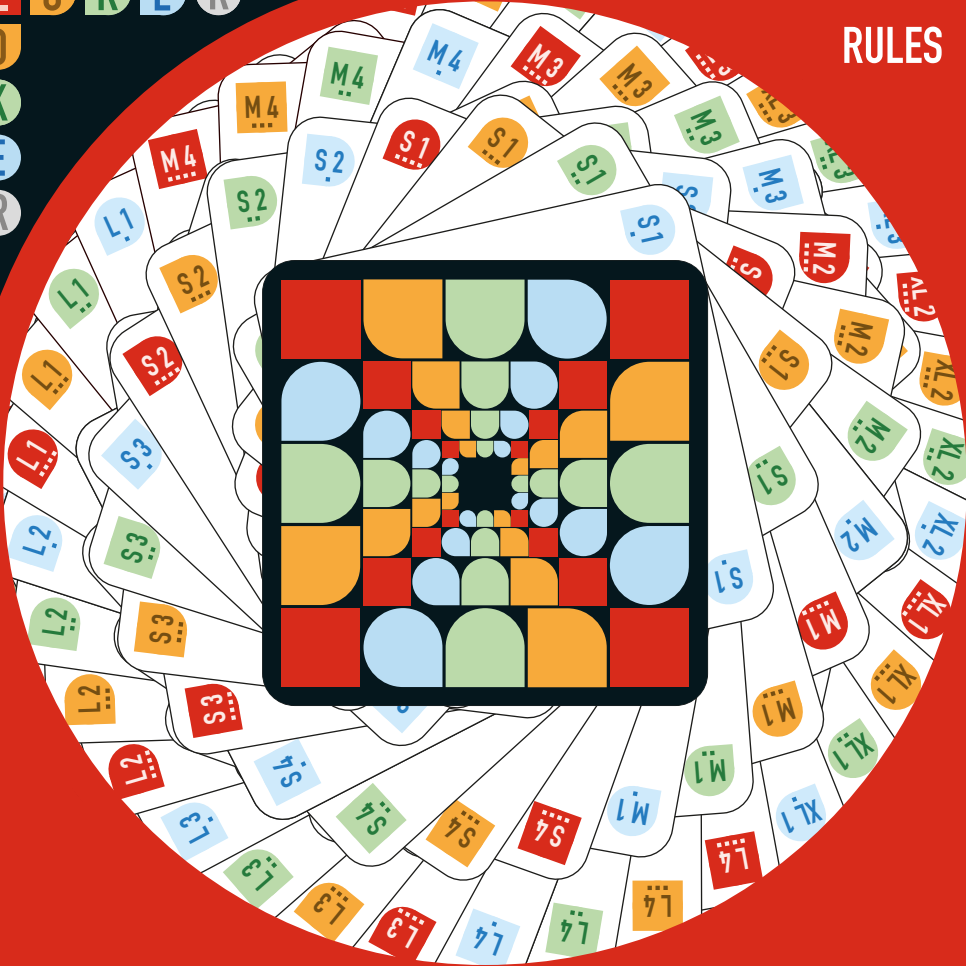
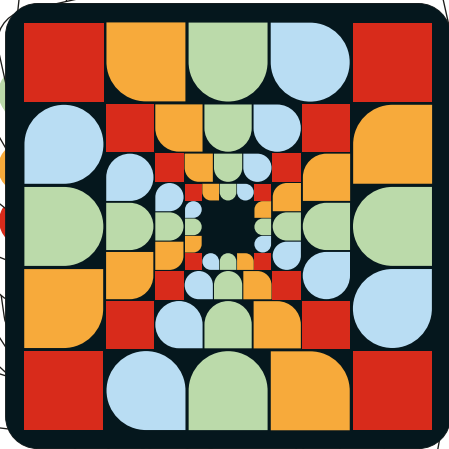
O

K

E

R

RULES

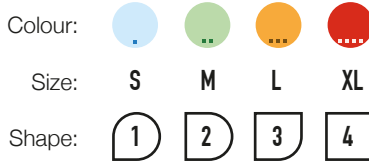




– New dimension of card games!

Zoker deck includes 64 cards. It is possible to play many totally new card-games as well as variations of the familiar classics.

Each card has a figure with three distinct qualities: colour, size, and shape. The code in the corners of card describes the values of these qualities. The order of colours is marked with dots. The weakest colour is blue and the strongest one is red. The size value is presented by the familiar abbreviations S, M, L, and XL. The shape is marked with a number that refers to the number of corners in the figure. The weakest card is the blue S1 and the strongest one is the red XL4.



The next pages include rules for four different games and other instructions:

- *Pairs and straights* ..... 2
- Zoker Solo – a patience game ..... 3
- Zoker Memo – a memory game ..... 4
- Shuffling the cards..... 5
- Zoker Tiko – a trick game ..... 6
- *Rank order* ..... 7
- Zoker Kubo – a strategy game ..... 10
- *Zoker cube* ..... 14

More games are introduced at the back cover of this rulebook. Their rules are available at [www.zoker.org](http://www.zoker.org).

Enjoy your time together with Zoker card games!

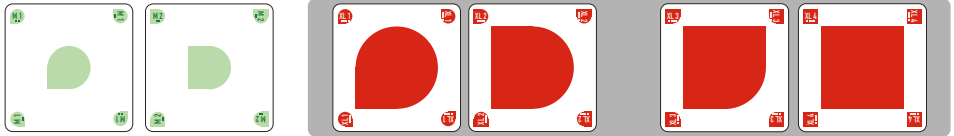
# PAIRS AND STRAIGHTS

The basis of the Zoker games is the similarity of cards by one or two qualities of the figure. The qualities are the colour, the size and the shape of the figure.

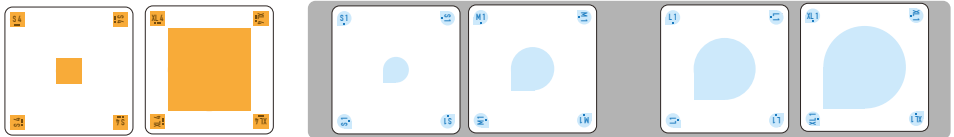
Two cards share one common quality if their figures are similar by colour or by size or by shape, but otherwise they differs from each other.

The cards share two common qualities, i.e. the cards are compatible, when

1) figures have the same colour and the same size, but the shapes vary



2) figures have the same colour and the same shape, but the sizes vary

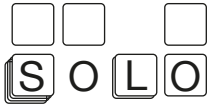


3) figures have the same size and the same shape, but the colours vary



Four compatible cards together form a straight. There are examples of pairs in the figure; the examples of straights are on a grey background.

*“You can train to identify pairs by dealing face up some twenty cards on the table and then picking cards by pairs.”*



Patience game



10-15 min



8+



1



30x30 cm



[zoker.org/  
solo](https://zoker.org/solo)

### Set up

Shuffle the deck and deal sixteen cards face up as a 4x4 square on table. Rest of the deck is left as a draw pile.

### Object of the game

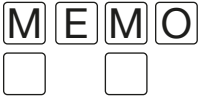
A player tries to collect the cards in as high piles as possible to the last row. When a card has two values in common, i.e. is pair, with a card in the last row, the player can move the card on that compatible card in the last row. Examples of pairs are shown at the beginning of the rulebook.

The player may move cards from the upper rows in whatever order on a compatible card in the last row. While proceeding piles will form in the last row. When the cover cards of the piles are compatible, a pile can be moved on another pile of cards.

Immediately when there is room for at least four cards in the three upper rows, the player may deal new four cards into the empty places. After that the player continues moving cards to the piles or to the empty places in the last row.

### Ending the game

The game ends when the player can neither move cards to the piles in the last row nor move the piles on each other. All cards may be dealt or some cards may remain in the deck. The player's result is the number of points, which corresponds the number of cards in the highest pile in the last row.



Memory game



10-20 min



6+



1-5



30x30 cm



[zoker.org/memo](http://zoker.org/memo)

### Set up

Shuffle the deck and deal sixteen cards face down as a 4x4 square on table. The player left to the dealer starts the game with the clockwise sequence of play.

### Object of the game

During his/her turn, the player turns two cards face up without moving them. The objective is to find a pair of cards in order to earn the cards. Two cards form a pair, when they share two values in common. Examples of pairs are shown at the beginning of the rulebook. If the cards do not form a pair then the player shall turn them back face down. After this the next player takes the turn.

When the players agree that there are no more pairs to be collected, new cards are dealt face down into the empty places. The player who has the turn continues seeking for pairs.

### Ending the game

The game ends when all cards are dealt and players agree that there are no more pairs on the table to be collected. Odd cards are left on the table and the players count the number of earned cards. The player who has collected the highest number of cards wins the game.

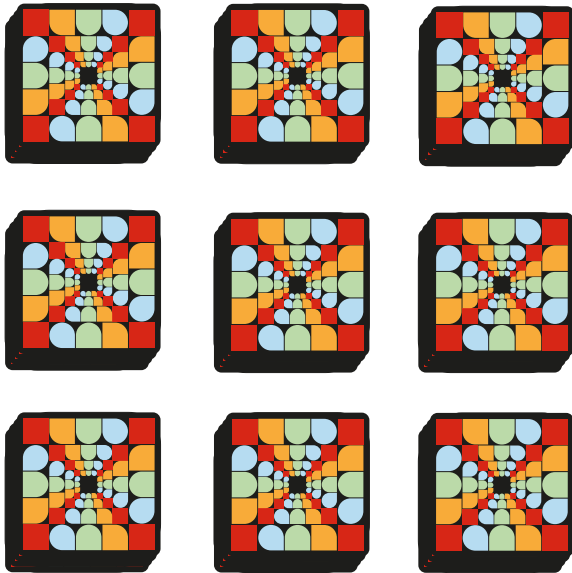
### Variations

In the beginning some other amount of cards, even all the 64, can be dealt on the table. An easier version of the game allows any cards that share at least one common value to form a pair.

## *EASY WAY TO SHUFFLE THE CARDS*

In order to make it easier to play the Zoker cards are a bit thicker than cards in usual. Therefore traditional practices to shuffle the deck are not functioning very well.

One can easily shuffle the deck by dealing the cards face down to several (5-9) piles in a random order. Subsequent cards shall be dealt to different piles. In the end the piles shall be combined in a random order.





Trick game



10-15 min



10+



2-5



10x10 cm



[zoker.org/  
tiko](http://zoker.org/tiko)

### Set up

Shuffle the deck and deal four cards to each player. The player left to the dealer starts the game with the clockwise sequence of play.

### Object of the game

The player places one card from the hand to the table. Every other player in their turn place one card on the former card if the new card is stronger than the former card or if the new card is weaker than the former one the new card is placed under the former card. The player placing the highest card wins the trick and gets all the cards. The ranking of the cards is shown in a separate chapter of the rulebook.

The player who won the trick starts the next turn. When the players have played out all four cards, new cards are dealt and the game continues.

### Ending the game

The game ends when there are no more cards left to deal. If the cards cannot be evenly dealt the rest of the cards shall remain in the deck. In the end the players count the number of cards they have won. The player who has collected the highest number of cards wins the game.

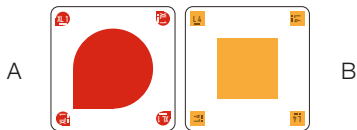
The players can play several games after each other and compete for the number of cards or the number of games won.

## RANKING OF THE CARDS

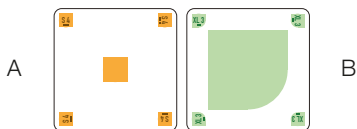
The qualities of a Zoker card are the colour, the size and the shape of the figure in the card. The colours from the strongest to the weakest are: red, orange, green, and blue. The sizes from the strongest to the weakest are: XL, L, M, and S. The shapes from the strongest to the weakest correspond to the number of angles: 4, 3, 2, and 1. The strongest quality is the colour, the second one is the size, and the weakest quality is the shape. **A card is stronger than another card if:**

1) The card has in two qualities higher values than another card, i.e. one of the following:

a) Figure A has in the colour and in the size higher values than figure B. A wins.



b) Figure A has in the colour and in the shape higher values than figure B. A wins.



c) Figure A has in the size and in the shape higher values than figure B. A wins.

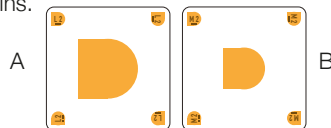


2) The card has in one quality a higher value and in two other qualities the similar values than another card, i.e. one of the following

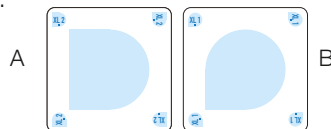
a) Figure A has in the colour a higher value but in the size and shape the same values than figure B. A wins.



b) Figure A has in the size a higher value but in the colour and shape the same values than figure B. A wins.



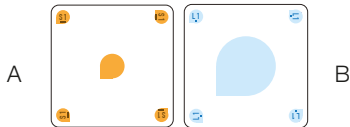
c) Figure A has in the shape a higher value but in the colour and size the same values than figure B. A wins.



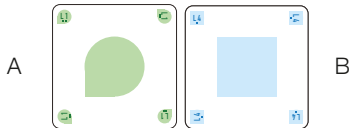


3) The card has in one quality a higher value and in the second quality lower value and in the third quality the same value than another card, as long as the quality in which the card has higher value is a stronger quality than the quality in which the card has lower value, i.e. one of the following:

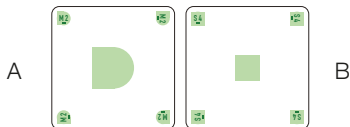
a) Figure A has in the colour a higher value but in the size a lower value and in the shape the same value than figure B. A wins.



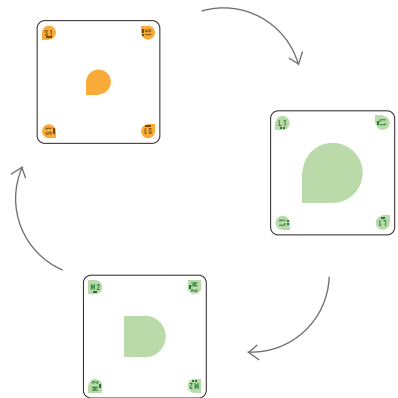
b) Figure A has in the colour a higher value but in the shape a lower value and in the size the same value than figure B. A wins.

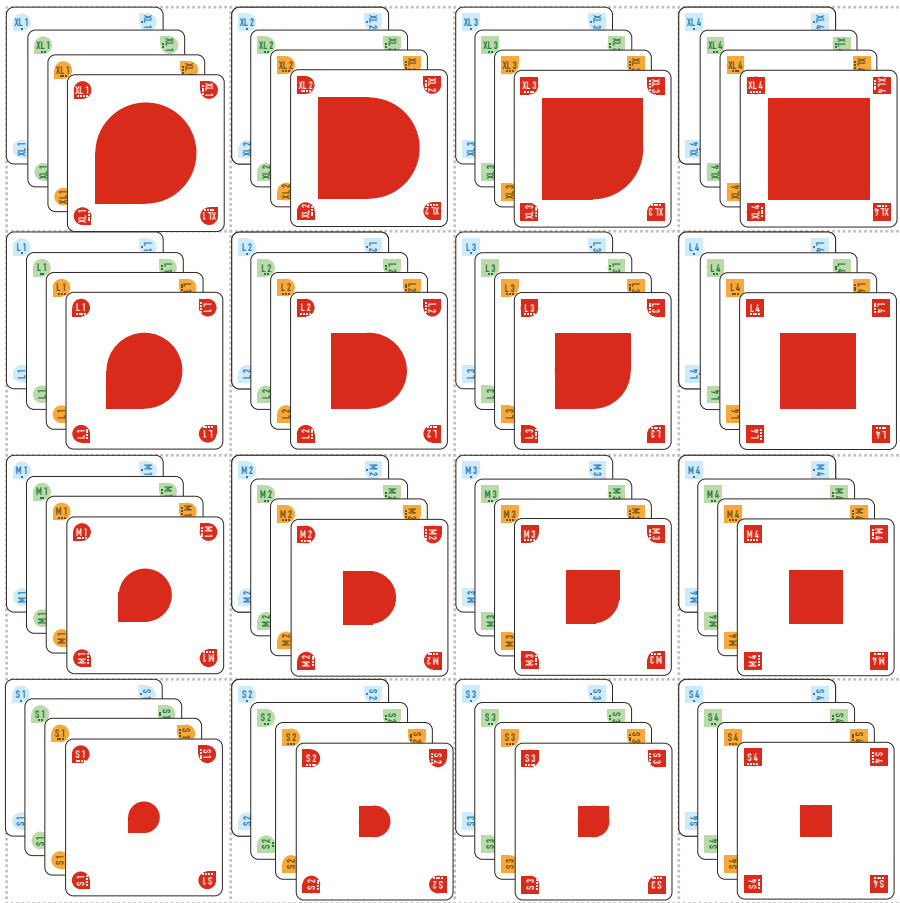


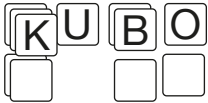
c) Figure A has in the size a higher value but in the shape a lower value and in the colour the same value than figure B. A wins.



When comparing two cards it is always possible to say which one of the cards is stronger, but the ranking is not always clear when comparing three cards. For example the orange S1 is stronger than the green L1 and the green L1 is stronger than the green M2 while the green M2 is stronger than the orange S1.







Strategy game



20-30 min



10+



2-5



40x40 cm



[zoker.org/  
kubo](http://zoker.org/kubo)

## Set up

Reserve on the table enough room for the square of 4x4 cards and place in the corners of the square the blue cards S1, S4, XL1 and XL4 (Figure 1). Shuffle the rest of the cards into a draw pile and deal four cards to each player. The player left to the dealer starts the game with the clockwise sequence of play.

## Object of the game

In the game the players are building a cube that consists of the layers of cards with the same colour (see Figure). The building is started from the bottom corners. Every card shall be put on its own place either next to an existing card on the table or on top of a card to the next colour layer. A card shall not be put under an already existing card.

When playing a card creates one or more straights or diagonals in horizontal or vertical layers, the player is awarded one or several points. In order to receive points the player must remark the status.

## Turn overview

At the start of a turn the player must draw at least one card from the draw pile. If the player has during the previous turn managed to play multiple cards, he/she may draw cards to fill a hand up to five cards. After drawing the player may place as many cards as he/she can play. During the turn it is not mandatory to play any card even if the player would be able to place a card on the table. Player must declare his/her turn ending.

## Playing cards on the table

In the beginning the player can place a card next to a card in the corner or a similar green card on top of a blue card (Figure 1). So next to the blue S1 the player can place the blue M1 or the blue S2 or the green S1 on top of the blue S1. Remark that the blue M1 shall be put to the right place, i.e. by that side of the blue S1 where the blue XL1 exists. Accordingly for example the blue XL3 or the blue M4 can be placed next to the blue XL4 or the green XL4 on top of it.

A card on top of another shall be placed so that the code of the lower card remains visible. For example the corner of a card must be visible when a blue card is under a green card.

When there is a card at an upper colour level on top of some card, it is possible to place a card with the same colour next to it, even if there is no card under at the lower colour level (Figure 2). For example when there is the green S1 on top of the blue S1, the player may place the green S2 next to it, although there will remain an empty place belonging to the blue S2.

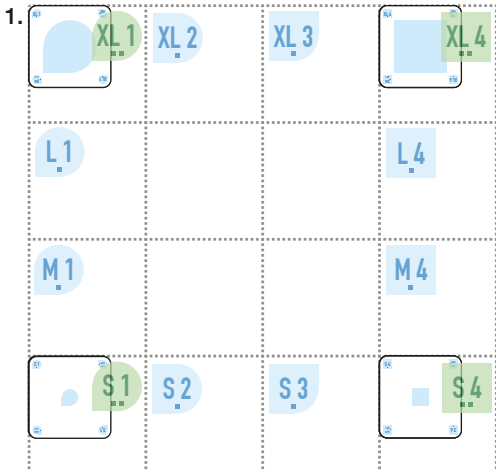
The unplayable card, which belongs to the empty place under a card will remain in the player's hand and add a negative point in the end.

### **Goal of the game and scoring**

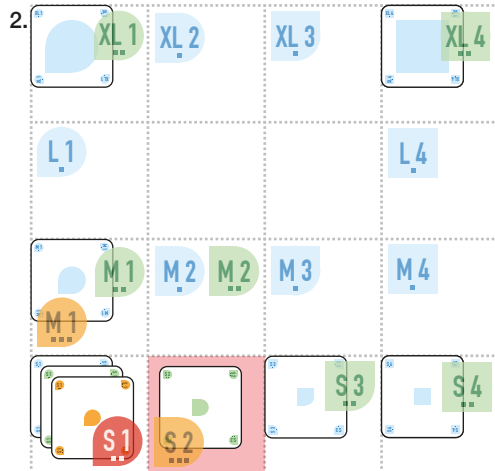
The goal of the game is to create structures of four cards like straights and diagonals by which the players are awarded with points (Figure 3).

- A horizontal or vertical straight is scoring 1 point  
(the cube includes 48 alternative straights)
- A diagonal in a horizontal or vertical level of cards is scoring 2 points  
(the cube includes 24 alternative diagonals)
- A space diagonal, which is called Zoker, is scoring 12 points  
(the cube includes 4 alternative space diagonal)

The points are awarded to the player who creates the structure by placing his/her card and announces about it. If the player doesn't take notice of the creation the other players may claim the points for themselves when turn ends. This is done by shouting "Score!" and pointing out the unnoticed structure. If nobody takes notice of the new structure immediately after the end of the turn, then it does not have any influence later on – even if it is a Zoker. The scored points are marked down to the score table after each turn.

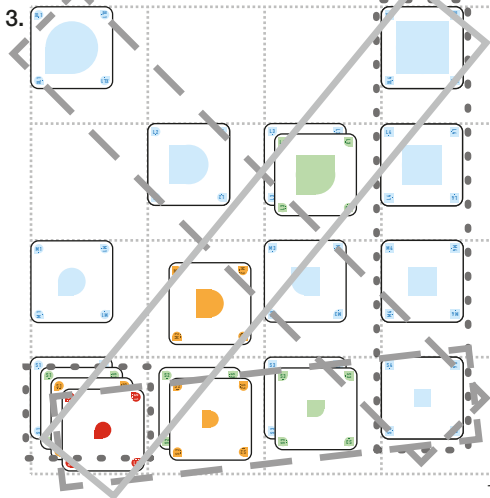


1. The set up of the game **XXX** = A possible card in the current situation



2. The possible cards and a place to remain empty

A card shall not be placed under an existing card



3. Examples of straights, diagonals and space diagonals, i.e. Zokers

Zoker, i.e. space diagonal

12 points

Diagonal in a horizontal or vertical level

2 points

Horizontal or vertical straight

1 point

## **Ending the game**

The game ends when one of the three possible events takes place. The game ends immediately when

- a) a Zoker is played and claimed
- b) a player plays all his/her cards on the table
- c) there is no more cards to be legally played on the table, i.e. every card exists in the red card layer.

At the end of a game each player gets one negative point for any card on his/her hand. All awarded and negative points are tallied up and the player with most points wins.

The players may choose to play multiple rounds and then all the points from each round are counted upon the final score. The players may agree to play for a predetermined number of rounds or until someone reaches a certain winning score.

## **Variations**

After the Kubo is familiar to the players, you may try to play by starting from a different position of the cube. For example you place in the corners the blue S1 and S4 together with the red S1 and S4 or alternatively the blue S4 and XL4 together with the red S4 and XL4. All the other rules remain the same.

# ZOKER CUBE

The Zoker cards form a cube, the dimensions of which are the shape, size, and colour. The four different shapes, sizes, and colours form the 4x4x4 cube, i.e. the set of 64 cards. Every single card has its one and only place in the cube. Many of the games are based on the relations of the cards in the cube. Certain cards appear either on the same straight or diagonal.

