The logo features the letters 'POK' in a bold, blue, sans-serif font. The letter 'O' is a solid blue circle. Above the 'O' is a green diamond, and below it is a red triangle. The entire 'POK' text and shapes are centered within a large yellow diamond. This yellow diamond is set against a red background that has a white grid pattern in the bottom right corner.

**POK**

**RULES**



# POK

Game author: Kasper Lapp

Dice game for 3–7 players age 8 years up

Duration 10 minutes

## GAME MATERIALS

- 3 special dice



- 42 counters: 14 blue discs



- 14 green squares



- 14 red triangles



## OBJECT

The object of the game is to be the quickest player to get rid of his/her own counters by making strategic offers.

## PREPARATION

Each player receives 2 blue, 2 green and 2 red counters, and keeps them so that they are not visible to opponents (e.g. under the table).



## PLAY

A match can comprise multiple different rounds. At the start of every round, the three dice are thrown to determine the challenge for each round. Now, the players secretly choose one of their counters, placing it in a closed fist on the table. As soon as all the players have decided, they open their hands. Now, it is clear who has played a particular counter and who is allowed to hand it over.

**Assume that the result of the dice-throw is as follows:**



One dice reveals the challenge of two blue discs.

This means: if just **two players** play a blue disc, they are successful and are allowed to hand over their counters.



The next dice reveals a red triangle. Therefore, if **just one player** in the round shows a red triangle, he has met the challenge and is allowed to hand over his counter.

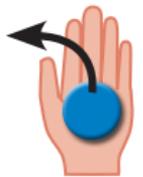


The third dice displays a blank side and therefore reveals no challenge.

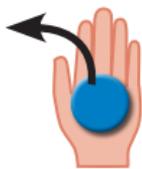
If **none** of the challenges is met exactly, the winners are all the players who offer a symbol which is **not** displayed on the dice. They are allowed to hand over their played counters (in this case, the square).

**Example 1**

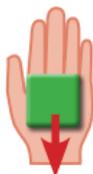
*The challenge for the round is:*



*Christof*



*Heike*



*Anita*

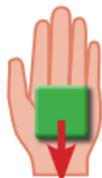


*Peter*

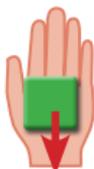
*Since just two players (**Christof** and **Heike**) show the blue disc, they have both met the challenge for the round, so they are allowed to hand over their counters. Since one player (**Peter**) plays the red triangle, he has also met this challenge and is also allowed to hand over his counter. **Anita** has lost in this round and must take her counter back again.*

## Example 2

The challenge for the round is:



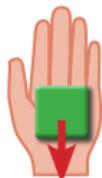
Christof



Heike



Anita



Peter

Now **Christof**, **Heike** and **Peter** show green squares. But the correct challenge is two green squares. The three players haven't met the challenge and they must take back their counters. Anita is allowed to hand over her counter for she offers a counter whose symbol is not displayed on the dice.

During a round, if **all players** show symbols not displayed on the dice, then nobody is allowed to hand over a counter.

### Example 3

The challenge for the round is:



Christof



Heike



Anita



Peter

Now **Christof**, **Heike** and **Peter** show blue discs. There are three blue discs shown, but the correct challenge is either one or two blue discs, all the three players have therefore lost; they must take back their counters again. **Anita** is the winner of this round because she offers a symbol that is not displayed on the dice.

**Please note:** each dice is individually scored. Dice with the same symbols are **not** counted.

All counters, which are handed over, are put back in the box together with the other counters. So the players cannot immediately tell who still possesses specific counters.

## GAME END

The winner is the first player to hand over five of his six counters and also end the match.

If several players manage to hand over their fifth counter in the same round, the game ends in a tie.



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