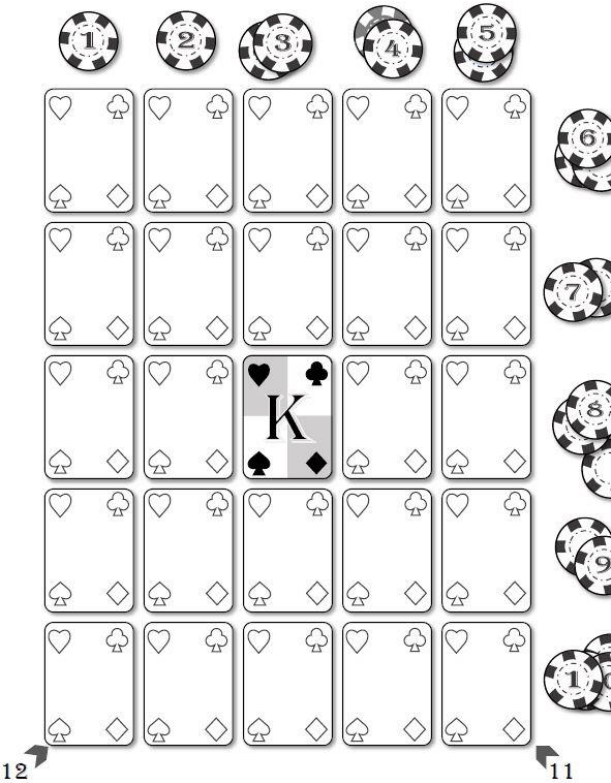


King Cross Poker

Objective

The goal of the game is to place playing cards on a 5 x 5 grid to make the best possible five card poker hands. Each column and row of five card spaces forms a poker hand, as well as the two five card spaces that form a diagonal across the grid square. This brings the total number of poker hands to 12.

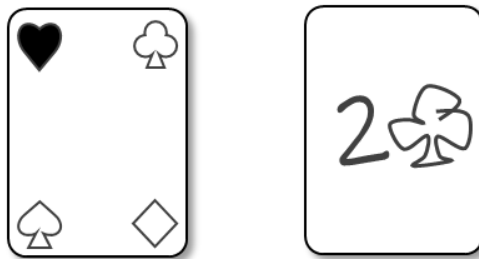


How to Play

Cards are generated by rolling two dice simultaneously, a d12 and a d4. The d12 represents the card value 1 through 12 (Ace through Queen). No kings are rolled as there is one already on the grid in the center square. The d4 represents the suit of the card 1 through 4; 1 = Hearts, 2 = Clubs, 3 = Diamonds, 4 = Spades. A reference is printed on the game sheet.



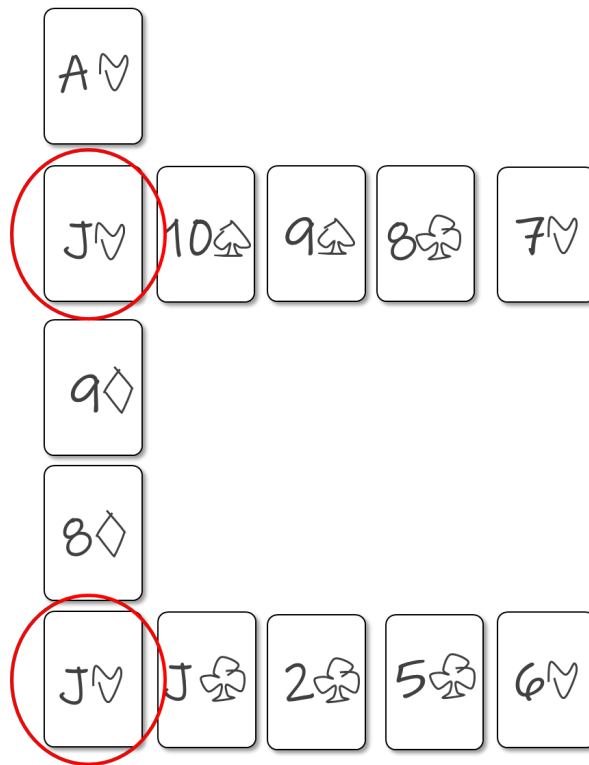
Once a card is rolled it can be placed on the grid square wherever the player chooses, with one exception (see rules below). Once a card is placed it can never be changed. The player places their card by writing the value on the card square and either filling in the card pips, or if they prefer by drawing the suit or indicating it by writing the first letter of the suit. Both versions of the game sheet are provided.



Play continues until all card spaces are filled after 25 rolls.

Rules

1) Poker Hands. Standard poker hand rules apply. This means that any given hand **cannot** have a duplicate card. As seen in the image below.



Incorrect placement – duplicate

2) If you roll a card and cannot place it **anywhere** on the grid because the card would violate the duplicate card rule in a hand then that roll becomes **wild**.

3) With a **wild card** you can either change the card value OR card suit but not both. *Try to force wild cards as a strategy to get even higher scores!*

4) As in standard poker the card order does not matter. *For example A J K Q 10 is a valid straight.*

5) The **King** in the center of the grid is in play for Hand 3, 8, 11, and 12. For each given hand the player can make the King any suit they want. It can also be the same suit for multiple hands. *For example the King can be a King of Spades in column 3 and 8 at the same time.*

Scoring

Scoring is simple, at the end of the game determine what each hand made (pair, flush, etc.) and look at the corresponding hand value chart. Tally up your score and see what you got!

POINT VALUES

ROYAL FLUSH = 500	STRAIGHT = 100
STRAIGHT FLUSH = 350	THREE OF A KIND = 75
FOUR OF A KIND = 250	TWO PAIR = 50
FULL HOUSE = 200	ONE PAIR = 25
FLUSH = 150	EVERYTHING ELSE = 0

Modes of Play

Solo. In solo mode the player plays against himself and tries to beat his previous score.

Multiplayer. Multiplayer mode is good for 2+ people. There are various ways to enjoy a multiplayer game.

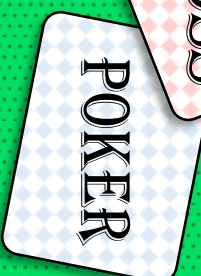
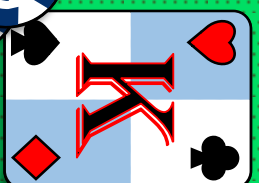
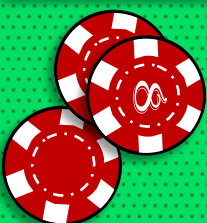
Variation 1: All players get their own scoresheet but the dice are communal. Meaning every player uses the same cards rolled, but the choice of where they place the card on their respective game sheet is entirely up to them. The group can pass the dice around clockwise so everyone gets a turn chucking the dice.

Variation 2: All players get their own scoresheet and roll their own cards. See who is better at card placement and rolling dice!

Bonus Scoring Mode. Bonus scoring mode can be used in conjunction with any of the other modes listed above. This mode is all about getting high scores and reaching certain achievements listed below. Try for as many as you can and rack up them points!

BONUS POINTS AND ACHIEVEMENTS

- Straight Shooter* - obtain six or more straights: + 1000 pts
- Jackpot* – score points in all 12 hands + 850 pts
- Pool Shark* – get the same value card in all corner squares and on each end of hand 8 + 700 pts
- Boat Captain* – make four or more full houses + 600 pts
- Law and Order* - make three or more straights or flushes with the cards in consecutive hand order left to right or top to bottom: + 500 pts
- Anarchy* – make five or more hands with no two cards in consecutive ascending or descending order + 500 pts
- Bottom Feeder* – make at least one of each of the bottom five hands + 350 pts
- Dead Man's Hand* – make a two pair hand with Ace of spades, Ace of clubs and 8 of spades and 8 of clubs + 200 pts



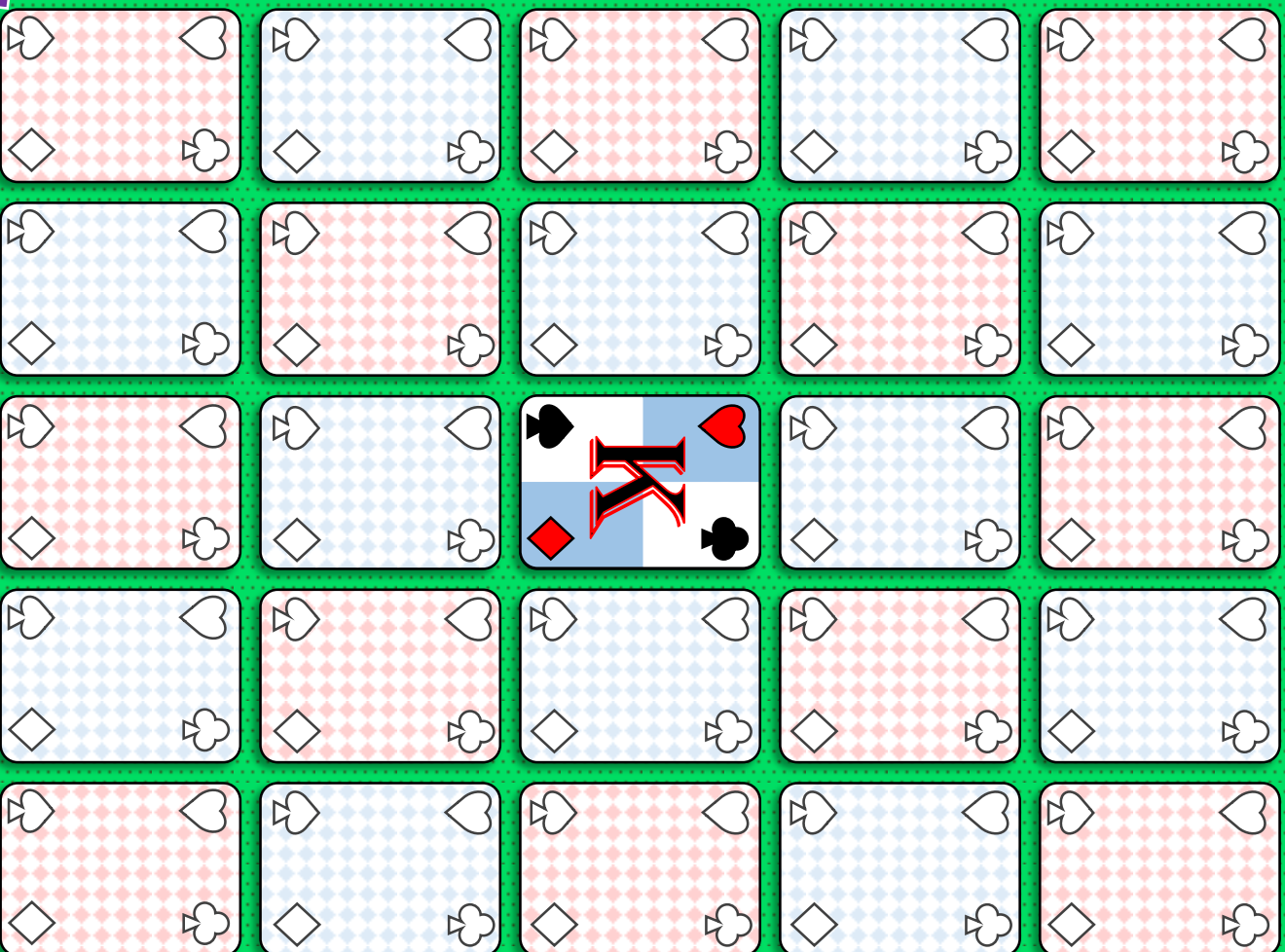
SCORE

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TOTAL

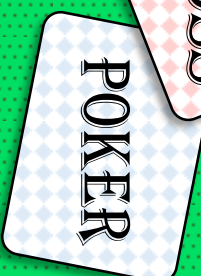
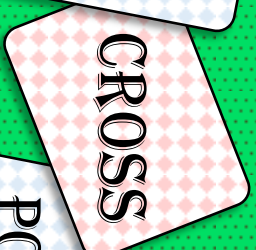
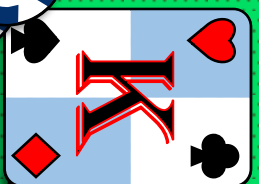
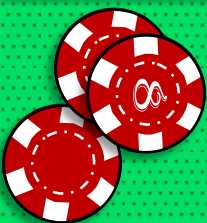
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- FOUR OF A KIND = 250
- FULL HOUSE = 200
- FLUSH = 150
- STRAIGHT = 100
- THREE OF A KIND = 75
- TWO PAIR = 50
- ONE PAIR = 25
- EVERYTHING ELSE = 0



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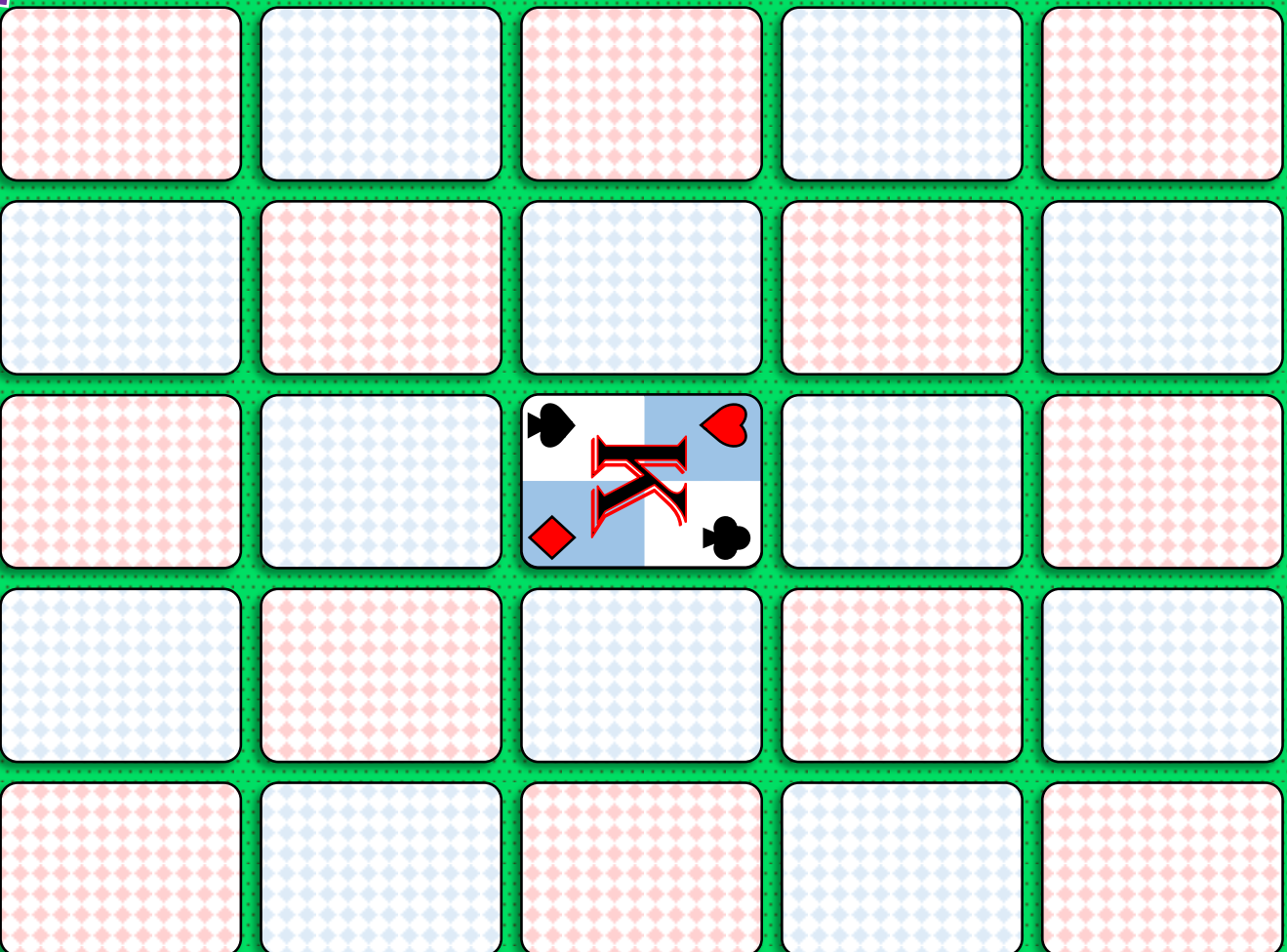
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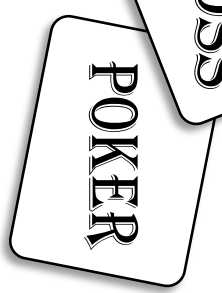
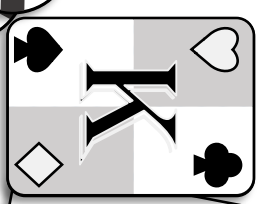
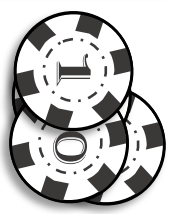
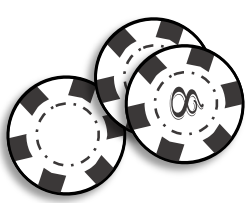
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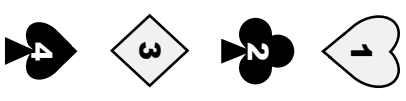
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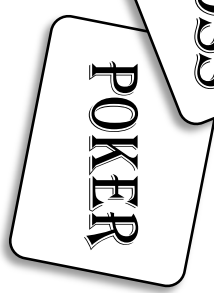
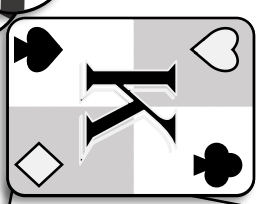
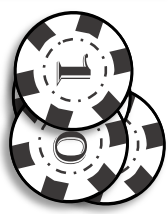
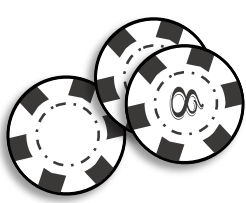
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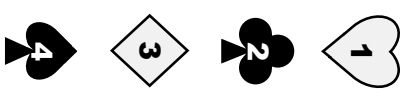
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