POKA GAMES

These are the games that can be played with the POKA deck. Feel free to invent your own, and share them on the website if you wish. The star card has a fixed value or function in certain games, but none in others. Feel free to add a function or value whenever you see it fit. If not specified, it serves as a joker.
The amount of cards of each is related to the frequency of use of that letter in the English language.
The suits represent 7 important aspects of life as experienced by humans.
The numbers are defined by the confluence of the letters and the suits.

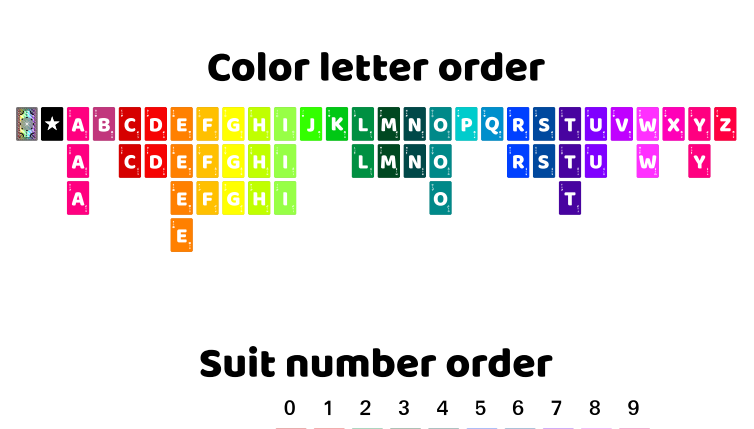
New games can be added to this list at any time, so check it once in a while or leave your email and we will send you a copy whenever an update happens.

POKA is a deck of cards. Is not intended for any public, age, or group in particular. If there is an intention behind the design, this would be to make people join and drop snobbery and prejudice.

Enjoy the games. Liking and hating certain games is a natural human behavior. Our wish is for the POKA deck to become a classic among other games, and to find a place into the daily lives of those who may benefit of adding a bit of color and randomness into the day, to fill up empty silences or add more noise in order to achieve a different result at the end of the day, when we compute our mental net, and give our dreams the material to create a different you for the next day.

Have a great time.

Color letter order



Suit number order

		0	1	2	3	4	5	6	7	8	9
Nature	🍃	C	D	L	M	N	R	S	U	W	Y
Creativity	⚡	C	D	L	M	N	R	S	U	W	Y
Love	♥	B	J	K	P	Q	V	X	Z		
Technology	⚛	A	F	G	H	I	O	T			
Woman	♀	A	F	G	H	I	O	T			
Man	♂	A	F	G	H	I	O	T			
Human nature	🧠	E	E	E	E						
Reality		★									

Games

Wild star
Dealer decides the value of the star card. (It does not have to be related to the game)
Dealer decides if this is dictionary or an innovation driven game. (Do the words have to be academically recognized or can they be street words? Can they be invented?)
Deal 5 cards.
Start forming words.
Take turns, pick, discard, or both.
If deck runs out, flip discard pile.
Who creates a valid word first and shows it on the table wins round. If tile, longer word wins. If tile, higher number product of the sum of all cards.
3 rounds wins game.

In the beginning
A word is proposed.
Deal the number of cards as letters have the word.
Go around picking and throwing.
The first to form it wins round.
3 rounds wins game.

Rainbow
Deal 8 cards.
Now form the rainbow of 8 adjacent cards in the alphabet.
When done, discard the 8th card to win the round.
3 rounds wins game .

Read my mind
Deal 5 cards.
Go around changing, picking or throwing.
Form a word.
When done, you say: " Read my mind" and give a vague clue to guide the other players who must now stop forming words and guess yours.
For each try, the player puts down a card first. Each player has as many tries as cards has in their hands.
Players can count your cards to have an idea of the length of your word.
If correct at any try, you must show your cards.
Player who guessed correctly gets 1 point.
If nobody finds out your word, you get 1 point.
Show your cards.
5 points wins game.

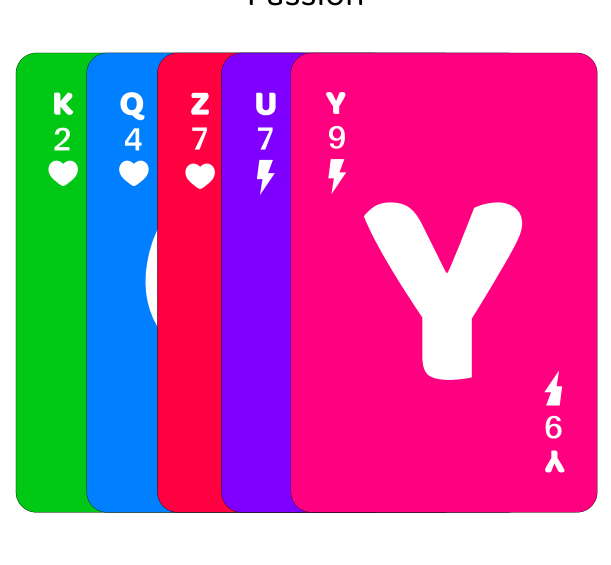
Misunderstood
Deal 5 cards.
Invent a word and propose a meaning for it.
If all other players agree to be a sensible one, you win the round, if not, you must convince them of why it is a good word.
You have 3 minutes to sell your word.
If you don't succeed, you lose 1p. If you do you win 1p.
Whoever reach 10p... wins?

Dare
Deal 5 cards.
Form a word you will use to challenge other player to perform certain task or action.
Whoever puts down the word and points to the player who must accomplish the challenge you will propose gets 1p.
If the other player refuses, -1p.
If the other player accomplishes the task, gets 1p.
Whoever reaches 5 points wins.
If there is a tile, they must play rounds alone, until someone refuses the challenge.

Limited
Deal 3 to 8 cards.
Players go around picking and throwing.
If pile runs out, flip discard pile.
Whoever forms the first valid word, that retains the length of the cards dealt wins a point.
Whoever reaches 10p wins.

Poka
Deal 5 cards.
The first round, players must strive to form Happiness. Game is 8 rounds + tiebreakers.
Go around picking and throwing, even from discard pile, until someone has the Happiness hand.
Second round is True love. Third Friends, fourth Culture, fifth Explore, sixth Passion, seventh Understand, eighth Family. Each is worth 1 point.
Whoever has more points after completing the Family round wins. Tiebreaker: Passion.
Game hands from last to first:

Family: ♂ ♀ ♥ ⚡ with same number, plus ★
Understand: 🧠 🧠 🧠 🧠 ★
Passion: ♥ ♥ ♥ ⚡ ⚡
Explore: 🍃 🍃 🍃 🍃 with consecutive number, plus ★
Culture: 🍃 ⚡ ⚡ ⚛ 🧠
Friends: 3 ♂ or ♀ with consecutive number, plus 🧠 ♥
True Love: ♂ ♀ 🧠 ♥ ★
Happiness: ♂ or ♀ plus 🍃 🍃 🧠 ★



Passion

Ruin it
Deal all cards less one, among the players (4 max)
First hand throw Hearts
Highest Hearts number throws first Leaves
Highest Leaves number throws first Lightning
Highest Lightning throws first Atom
Someone can say "I can ruin it" at this point (which means they might have the Star)
Other players can chose to believe and leave the game, or risk it!!!
Whoever says first "No you can't" throws the first Female
Highest Female number throws first Male
Highest Male throws first Brain. From those who threw Brain card, if someone have the Star and throws it last, it has no value. If the Star is thrown by the player who said to have it, between "I can ruin it" and the last brain, 1p.
If the Star is thrown by a player with no brain, 2p. !!!
Whoever remains with more cards don't pass to next round.
Whoever reaches 10p wins game.

Random
Deal 5 cards.
Take turns. Pick, pick and throw, or just throw.
Keep going until someone shows a hand on the table

Hands, lowest to highest:
- All 🧠, 1p
- 🍃 ⚡ ♥ ⚛ ♀ ♂ , all with the same number, higher number is a higher hand, 1p
- All 7 ♥, 1p
- 0 of 🍃, 1 of ⚡, 2 of ♥, 3 of ⚛, 4 of ♀, 5 of ♂ + ★
  This is the highest hand in the game, 10p

If you have no game, but do have the Z, you fall asleep until next round.
If you have nothing you lose 1p (-1 if first hand)
Passing 30p win the game.

Storm
Deck in the center.
Take turns taking cards until someone has an A or a Z and throws it on the table.
Quickly players throw the next card in order, towards Z or A. (If the first card was Z, you must throw Y, next a X, and so on)
If no-one has the card that follows, keep going around picking cards.
If pile runs out, flip discard pile.
If someone throws the Star, the direction is reversed.
Whoever throws A or Z while holding no cards on hand wins.
*This game is played best with two or three decks together

Shareware
Deal 3 cards.
First player throws a card upward on the table.
Always pick one after throwing.
Second player start trying to form a word with that letter by throwing another.
The word on the table will morph with the participation of all players, who can move, add, change, or retrieve.
Wins the round whoever cleans up a word and throws the Star at the same time.
3 rounds wins game.

Silence
Deal 5 cards.
In this game, nobody can talk.
Yet, you may have something to tell the others, something that happened.
And you can, but you are going to have to use your condensation skills, and say everything in but one word at a time using the cards.
A player wants to ask something?
They have to form the word to express it best.
Facial and body gesture are accepted as complementary explanation for words on the table.
It may become confusing, but that is where the fun begins.
Whoever can't keep the mouth shut loses.

Numbers don't lie
Deal 3 cards.
Form the highest number you can.
If your number is low, you can either make believe or leave the round.
All players throw a card. Not in the order to form the highest number, or in the order if you want. This can be a 0 for example, without value at the beginning of the number. All players have to guess now if the number you can form is high or low.
Whoever leaves before the third card has 1p.
Whoever has the highest number that can be formed with their three cards on the table wins round, has 3p.
10p wins game

Increment
Deck in the center.
Take turns picking and throwing cards.
First word shown (which can be an A or an I for example) starts the race.
Return all cards to the deck. Start picking cards again.
Each new word formed has to be one card longer than the previous one.
Each word formed gets one point.
If someone throws the Star, the length of the next word goes down to one card.
Whoever reaches 10 points wins.

Topic
Pick a topic, for example trees.
Deal 5 cards.
Now form words related to that topic, for example bough, leaves, root, etc.
If other players can't see the relation, explain it.
3 rounds wins game.
*It helps having reading material on the subject to inspire you with new words.

4, 3, 2, 1.
Deal 4 cards. Gather same letter cards. Pick and throw to change cards. When ready show hand. All other players must stop and show theirs. Higher number wins round. Three rounds won wins game. Tiebreaker: sum cards. Tiebreaker: higher alphabet position A.

Troll
(based on the 1986 movie)

A family moves to an apartment building. The young girl is observed from afar, disregarded by her family, and fed bad food, so she turns into a troll. This is when a false alarm occurs. All the occupants of the building, except the boy and the old lady, are unable to identify the false alarm because they incur often in immature behavior, this usually causes no problem unless a false alarm present itself. The old lady, who is the only one who realize what is happening, find out about the girl by talking to her brother. The lady entrusts to the boy the task of saving the girl. But is not going to be easy because the girl does not know she needs help and is very strong and mean. The boy has to fight his own mild cocky attitude. The troll-girl objective, unknown to her, is to make everybody return to an old time when nature alone ruled (no lightning, no heart, no atom). The boy has to fight the king of trolls and save his sister. He is aided by the old lady. He successfully saves his sister. But sadly, in our game the outcome might be different.

PREPARATION:
This is an awesome game!
2, 4 or 6 players
Two teams
Deck in the middle
Players take cards until someone gets the Star
The team of the player who got the Star are humans, the other are trolls

Human moves (start to finish)
GIRL = ♀ ♥
BOY = ♂ ♥
FAMILY = ♂♂♀♀
*OLD LADY = 6 of ♀+ ♥
*NOT COCKY = 6 of ♂+🧠
*FIGHT KING TROLL = ♂♂ ♥ ★
*MAN BOY = 6 of ♂+ ♥ ♥ ♥
SAVED GIRL = ♀ ♥ ⚡ ⚛

Troll moves (start to finish)
TROLL = ♂ or ♀+ 🍃
FALSE ALARM = 🍃🍃🍃🍃🍃
ODP = 0 of ⚛+ 0 of ♥+ 0 of 🍃
*COCKY BOY = ♂ 🍃 🧠
*GIRL TROLL = ♀ 🍃 🍃
*KING TROLL = 🍃🍃🍃🍃 ♀ ♂

Moves with an asterisk can be played recurrently until the other team breaks the loop
ODP = observed, disregarded, poorly fed

OBJECTIVE:
Objective of the game is to save the girl from perishing into the troll kingdom if you are a human. Sadly, for the trolls, the objective is to steal the girl's soul and waste her into the army of trolls.

GAME PROPER:
Deal 5 cards per player.
Go around picking and throwing.
Once a move is played, discard all to discard pile, and you pick 5 new cards.
If deck runs out, flip discard pile.

- Stage one: A troll causes a false alarm

Humans open battle, each move played once (But if for example, ODP is played right after TROLL, then the humans can no longer play BOY, they must play FAMILY now.

HUMANS	VS	TROLLS
1 GIRL		
		1 TROLL
2 BOY		
		2 ODP
3 FAMILY		
		3 FALSE ALARM

Each move is 1 point. If for example, trolls play ODP right after TROLL, humans lose the chance to play BOY and lose that point. If all moves are played, the game continues on the stage two normally with humans opening. If there is more points for the trolls, then trolls open in stage two and moves are reversed. Meaning COCKY BOY is the first move, and humans have to counteract with OLD LADY. Next is GIRL TROLL, and so on.

- Stage two: A cocky boy finds his heart

Now each move pair can repeat in a loop, only broken by a move from the next pair. No points.

HUMANS	VS	TROLLS
1 OLD LADY		1 COCKY BOY
2 NOT COCKY		2 GIRL TROLL
3 FIGHT KING TROLL		3 KING TROLL

- Stage three: Man Boy vs King Troll

Once MAN BOY is played, stage three happens, and the final battle begins. Trolls can only play KING TROLL move, and Humans can only play MAN BOY and SAVED GIRL to win the game.

HUMANS	VS	TROLLS
MAN BOY		
		KING TROLL If played twice in a row Trolls win
SAVED GIRL If played right after MAN BOY, Humans win		

KILL THE TROLLS!!!!
SAVE THE GIRL!!!!

FEAR
A short game, can be played in a minute.

Strength of attack high to low:
1 ★ death
3 ⚡ shock
5 ⚛ bomb
7 🍃 poison

Strength of soft tissue high to low:
2 ♂ man
4 ♀ woman
6 🧠 brain
8 ♥ heart

Example: LEAF kills HEART, but nothing else. LIGHTNING kills FEMALE BRAIN and HEART. STAR kills all.

Deal 2 cards per player
The objective is to avoid being killed in the first round, and kill in the second round.
Go around throwing the first card. If you get killed you don't pass to second round.
Higher number wins over a lower number with same suit. Don't get killed.

Guess
Deck in the middle.
If pile runs out, flip discard and shuffle.
Players take turns saying out loud the card they will take before they flip it for everyone to see. If player guesses correctly, it must wait and see who is the second player who does. Once it happens, the guess fight in now among those two players. The first to guess right wins!

Note:
You can test your abilities by guessing just the suit, the number, or the letter. When you feel more confident, you can start guessing the suit plus the number or letter combined. Guessing a particular card among 54 is quite a feat and deserves an ovation.

This list is not exhausted. Propose your games on the website and check back often for more.