



Rules of the Game

PALKO® is a game, which is simple to learn, and fun to play for people of all ages. Although anyone can play the game, few will master it. An expert would require the concentration of a chess master, the strategy of a backgammon champion and the guile of a poker player.

Equipment

PALKO® contains 5 shakers, 5 sets of dice and 25 tokens.

Object of the Game

To be the last player in possession of one or more tokens.

How to Play

1. Each player begins the game with a shaker, 5 dice and 3 tokens.
2. Each player throws their 5 dice - the highest total establishes the opening caller.
3. The game begins. All players roll simultaneously and secretly view their dice under the shaker ensuring that no other players see their dice. Once viewed, the dice cannot be changed for the remainder of the set.

Calling

4. Players call in turn, starting with the opening caller and proceeding in a clockwise direction. Each player must call when it is his/her turn.
5. A call is a player's estimate of the total of a particular number showing in all players' dice, eg if a player calls 'seven fives' this indicates that he/she thinks there are at least seven fives in total on the table.
6. Subsequent calls must be of increasing value eg. A call of 'three fives' could be followed by either 'four fives' or 'three sixes' or 'five twos' etc.
7. It is important to note that 'ones' are wild and of greater value than 'sixes', meaning that 'twos' are the lowest value.
8. Calling continues until **any** player (not necessarily the next in turn to call) hears a call that he/she considers to be unlikely, a dubious call. The player may then either :
 - (a) Challenge the caller; or
 - (b) Double the caller.



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9. The player who has made the dubious call must then respond in one of the following ways:
 - (a) By choosing that all dice on the table be viewed (opened), or
 - (b) By doubling back the other player, then viewing (opening) all the dice.
10. All players then reveal their dice. If the dubious call is proven to be incorrect, eg if he/she has called 'seven fours' and there are less than 'seven fours' in total on the table, then the player making the dubious call must place one of his/her tokens in the centre of the table (two tokens if he/she was doubled, four tokens if he/she was doubled and he/she doubled back). Conversely, if there are seven or more fours showing on the table then the challenger loses the contest and suffers similar penalties as described above.
11. This process completes one set. The next set commences with all players shaking and secretly viewing their dice. The loser of each set becomes the opening caller of the subsequent set. Before opening, this player may elect to 'reverse' the calling order.
12. Play continues until there is only one person still in possession of one or more tokens.

Special Aspects of Calling

13. The opening call must be at a level equal to or greater than the number of players, eg if there are 4 players, then the minimum opening call is 'four twos'.
14. 'Ones' are wild and so substitute for any other number. However, if a player calls 'ones' eg 'five ones' then all 'ones' cease to be wild for subsequent calls of that set. However all calls made prior to the 'ones' call will still make use of the 'ones' as wild. This may become important in the event of callers preceding the last caller being challenged or doubled. (See rule 17)
15. If a player has a straight ie. either, 1-2-3-4-5 or 2-3-4-5-6, then all of his/her dice are totally excluded from the tallying process at the end of that set.
16. If a player has a hand consisting of 5 of a kind (eg five fours), then in the tallying process this hand will be deemed to count as 6. (ie six fours).
17. If a player elects to challenge or double the last caller, he/she is also free to challenge or double one or more of the preceding callers consecutively through the calling order, eg. if player 4 challenges player 3 and also wishes to challenge player 1, then he/she must also challenge player 2. He/she thereby enters into contests with each of those players, and each of those contests is decided as in rule 10.
18. Any player entering into a challenge or double contest must have sufficient tokens to cover any potential loses, eg if player 4 making the challenge in rule 17 only has 3 remaining tokens and is doubled, then he/she is not permitted to double back.

Variations

19. Players may agree to various scoring methods eg, more tokens may be used, or rather than using the token system, the loser of a set may be commanded by his/her challenger to perform a task such as telling a joke or eating a raw egg, etc. It is limited only by your imagination.