

AGES 8+
2-12 Players



BUNCO is a light-hearted, friendly game of rolling three dice. It's fun to ring the bell each time a "Bunco" is rolled or when a player reaches "21."

You'll find everything you need to play Bunco in this package—9 dice (3 of each color—pink, purple and teal), a two-sided score pad, 3 dice cups, 3 pencils and a silver-toned game bell.

A full Bunco party with 12 players is loads of fun; rules for Party Bunco are included. And for the many times when fewer Bunco players are present, rules are provided for 2-11 players as well!

OBJECT OF THE GAME

To have the highest score at the end of six rounds of play.

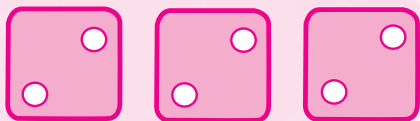
BUNCO TERMS

BUNCO: A three-of-a-kind of the number that corresponds to the round (three "1's" in Round One, three "2's" in round Two and so on.) This is often called a "true" Bunco. A true Bunco immediately ends the round and scores 21 points.



Bunco for Round Four

LOW BUNCO: A three-of-a-kind that is lower than the number of the round (3's, 2's or 1's rolled during round 4, for instance). Low Buncos score 7 points.



A Low Bunco during Rounds Three, Four, Five or Six

HIGH BUNCO: A three-of-a-kind that is higher than the number of the round (5's or 6's rolled

during Round Four, for instance). High Buncos score 5 points.



A High Bunco during Rounds One, Two, Three or Four

SET: Six complete rounds (rounds 1, 2, 3, 4, 5 and 6)

HOW TO PLAY

ONE TABLE BUNCO (FOR 2-4 PLAYERS)

All players sit around one table. If 2 or 3 are playing, each can retain and roll the three dice of one color. If four are playing, select the dice of one color for all to share. When four are playing, all four players use these dice, passing them from player to player.

Appoint a scorekeeper who will record scores on both sides of the score sheet. Place the bell in a location where all can reach it. Use a set of dice and a dice cup that match (pink set, purple set or teal set).

In each round, players hope to roll the same number as the number of the round (for example in Round One, the target number is 1). No other number will score (except when a Low Bunco or High Bunco is rolled.)

The scorekeeper begins by ringing the bell to signify the start of the round. This player then rolls all three dice and looks to see if any of them come up "1."

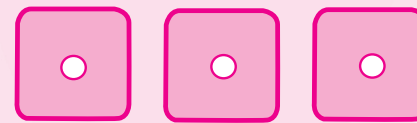
❖ Anytime a player rolls the round's number (in this case "1") she scores 1 point for each die showing this number and rolls again.



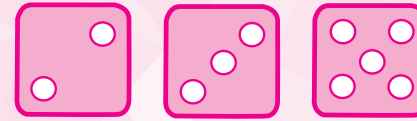
For example, on her first roll in Round One, a player rolls two "4's" and one "1." She scores 1 point for the "1" and may roll again.



If she then rolls two more "1's," she scores two more points.



If she rolls three "1's" she has rolled a true Bunco and scores 21 points. The bell is rung, everyone shouts "Bunco" and the round is over!



In Round One this throw would end a player's turn because no "1" was rolled.

❖ Whenever a player fails to roll at least one of the current round's number, her turn immediately ends and the dice are passed to the player on the left. This player then takes her turn. Play continues in this manner until one player accumulates 21 points and wins the round.

BONUS POINTS

Whenever a Low Bunco or High Bunco is rolled, the player immediately scores bonus points (7 points for a Low Bunco, 5 for High Bunco—see "Bunco Terms"). The round continues and the player rolls again. The round ends, as usual, when a player accumulates 21 points.

For example, during Round Four a player rolls three "2's." Since "2" is lower than the round's number, she has rolled a "low Bunco" and scores 7 points. If during Round Four she rolls three "5's," she has rolled a High Bunco (5 is higher than the round's number) and scores 5 points.

SPECIAL OPTIONAL DICE CUP BONUSES

Each dice cup is printed with a special bonus roll. This is an option that you can choose to play with or not. If you are playing with the dice cup bonus rolls, read the bonus printed on the cup before play begins so everyone at the table understands it.

(Each cup has different bonus rolls on it. For example, if you are playing with the dice cup that depicts three 1's or three 2's that means during any round (one through six) if you roll three 1's or three 2's you will score five bonus points. This is in addition to buncos, high buncos and low buncos.

SCORING

On the Rounds side of the score sheet, the scorekeeper writes the initials of each player in the spaces atop the columns for the round being played. Whenever a player scores points, the scorekeeper writes the score in her column. (A player is always entitled to ask the scorekeeper how many points she has accumulated.) The scorekeeper announces when a player reaches or surpasses 21 points. The round ends. This player rings the bell to celebrate her win!

AJ	LL	PO	SC
1	1	1	2
2	2	1	2
1	2	1	1
1	7	2	1
	2		5
	5		
	W		
totals			

LL accumulates 21 points and wins the round.

On the Master Score Sheet side, the scorekeeper records the round's results. (Each player's name should be written on a line.) The player who won Round One gets a "W" recorded in her row in column #1. If this player has rolled a true Bunco, a "B" is also recorded.

Box of BUNCO DELUXE		1	2	3	4	5	6	Total
1	Andy				W	W		2-W
2	Laura	W					B ^W	1-B 2-W
3	Paul			W				1-W
4	Suzi		W ^B					1-B 1-W
5								
6								

Laura wins this game by virtue of a tiebreaker (see winning).

STARTING THE NEXT ROUND

The player to the left of the round's winner picks up the dice and rolls first to start Round #2. Play continues until a full "Set" has been played (all six rounds).

WINNING

When the Set ends, the player with the most "W's" wins the game.

- ❖ If this is a tie, the player with the most "B's," among those in the tie, wins the game.
- ❖ If this is still a tie, a "roll off" breaks the tie.

In a roll off, the first player to reach 5 points wins the roll off (points are scored for rolling the number of the round just completed, as well as for Bunco's.) To determine who goes first in a roll-off, each player rolls all three dice. High total will roll first (but does not score for this roll).

NOTE: for a quicker game, make 11 points the goal to win each round.

PARTY BUNCO (FOR 12 PLAYERS)

Bunco is a lot of fun to play when a full compliment of 12 players are present. Players will move from table to table after each round. The bell is rung often. Prizes may be awarded (everyone chips in to cover the cost), and it is always a good idea to take breaks after each Set to serve party food or snacks.

SET UP

Three tables, each equipped with one score sheet, pencil, three dice and dice cup. The bell is placed on the "head" table. Only the Master Score Sheet at the head table will be used during play. The scorekeeper seated at this table for Round One should enter the names of all twelve players on the sheet.

Players sit four to a table. The person sitting across from you is your teammate. The Rounds sheet at each table will be used to record scores during each of the six rounds at that table. The current table's scorekeeper enters the initials of each player atop the scoring columns for the round to be played.

PLAY

A player at the head table rings the bell to begin the first round. The scorekeeper at each table rolls first. Play is just like in "One Table Bunco" (players at each table attempt to roll the current round's number).

However, players sitting opposite are temporary teammates and their scores are added together.

WINNING A ROUND

The round ends whenever one team accumulates 21 combined points between it's two players. The scorekeeper announces the winners and the bell is rung at the head table to honor this team. The other tables keep playing until there is a winning team at each table (ring the bell as each table winner is declared). Ring the bell three times to declare the round over after the third table completes the round.

Whenever a true Bunco is rolled at any table, the rolling players shouts out "Bunco!", the bell is rung three times, and the round ends at ALL tables. The team with the most points at each other table is declared table winner. If there is a tie, hold a roll off until one team scores 5 points.

PO	AJ	SC	LL
1	1	1	1
1	2	2	1
5	2	2	7
	2	1	2
	W		1
			2
			W
totals			

"AJ" and teammate "LL" combine to score 21 and win the round.

THE MASTER SCORE SHEET

The scorekeeper at Table One enters, on the Master Score Sheet, the results for all players for the just-completed round. A "W" is entered for each member of the winning team at each table: there will be six "winners" in all. Only the player who rolls a true Bunco gets a "B" recorded in her scoring row (not her partner).

MOVING TO YOUR NEW TABLE

Once scores are tallied, players move. The two winning players at each table remain, but one of them shifts to a vacant chair at the table, in order to create all-new teams in the next round. The losing team from each table now moves—those from Table One move to the vacant chairs at Table Two; those from Table Two move to Table Three; those from Table Three move to Table One.

THE NEXT ROUND

The head table rings the bell to begin Round Two. The scorekeeper at each table rolls first, as usual. Continue playing until a full Set is completed. The winner of the Set is the player with the most "W's." If there is a tie, it is broken by the same procedure as in One Table Bunco. For a longer party, take a break, serve some food, and then play a second Set. (Many Bunco parties go on for a third and final Set, as well.) Feel free to copy the score sheets, if you run out, or visit winning-moves.com to download more for free!

BUNCO (FOR 5 TO 11 PLAYERS)

Play is the same as for Party Bunco, except as noted below (mainly to accommodate an odd number of players). Whenever players are part of a team, their goal remains to score a combined 21 points. When playing as individuals, their goal is to accumulate 11 points, to win the round at their table.

- ❖ When **five** play, seat three at one table and two at the second table.

Players play for themselves, there are no teams. Both players at Table Two move to Table One while the two losing players at Table One move to Table Two. (Only the winner at Table One doesn't move.)

NOTE: when 6-11 play, move after the end of a round according to these guidelines.

1. The winning team at Table One remains, with one player changing chairs.
 2. The others move according to the instructions below.
- ❖ When **six** play, seat 4 players at Table One and 2 at Table Two. Those at Table One play in teams. Those at Table Two play as individuals. At the

end of each round, the losing team at Table One goes to Table Two and plays against each other. Both players from Table Two move to Table One.

- ❖ When **seven** play, the four players at Table One form teams while the three at Table Two play as individuals. When moving, both losing players from Table One move to Table Two; both losing players from Table Two move to Table One.
- ❖ When **eight** play, there are two tables of four playing in teams.
- ❖ When **nine** play, Table One will have 4 players playing in teams; Table Two will have 3 players playing as individuals and Table Three will have 2 playing as individuals. When moving, both players at Table Three move to Table One; the losing players at Table One move to Table Two and those from Table Two move to Table Three.
- ❖ When **ten** play, teams are formed at Tables One and Two while two players play as individuals at Table Three. (Follow moving rules for nine players.)
- ❖ When **eleven** play, teams are formed at Tables One and Two and the three remaining players play as individuals at Table Three. When moving, the losing players at each table move. The winners remain.

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