Bunco

PLAYERS 12 in three teams of four tables, or any multiple of 4 **DICE** 3 dice per table, a bell and a score pad

TYPE Rolling for points **LEVEL** Easy **TIME** About an hour and a half

THE GOAL

Reach 21 points first at your table in each of six rounds, and win the most rounds across the evening.

SETUP

Twelve players at three tables of four, with partners opposite. Three dice, a bell and a score pad per table.

STARTING A ROUND

Round 1 is for 1s, round 2 for 2s, up to round 6. The bell at the head table starts every round.

A TURN

- Roll all three dice.
- Each die that shows the round number scores 1 point.
- Score anything and you roll again; score nothing and the dice go left.

SPECIAL ROLLS

- Three of a kind that is not the round number (a mini Bunco): 5 points.
- Three dice all showing the round number (a Bunco): 21 points and the round ends.

SCORING

- Each die matching the round number: 1 point.
- Mini Bunco: 5 points. Bunco: 21 points.
- First team to 21, or the team ahead when the bell rings, wins the round.

WINNING

After six rounds, the player with the most round wins is the champion. Prizes also go to most Buncos and most losses.

HOUSE RULES

- **Different table moves.** Some groups move the losers instead, or mix partners every round. Agree the rules before the first bell.
- **Wild dice.** A special die in a different colour counts as a Bunco if it shows the round number. It adds extra tension.
- **Money in the pot.** Many groups play for a small pot. Keep it light: the game is built for a social evening.

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