



Contents

- 3 Sets of Dice
- 1 Fuzzy Die
- 1 Bell
- 3 Score Pads
- 6 Pencils

Object

Be the player with the most wins at the end of 6 rounds of play.

Setting Up

One player is chosen as Scorekeeper and one player as Bellringer. If there are fewer than 4 players, each player gets their own set of colored Dice. With 4 players or more everyone shares 1 set of 3 Dice. Each player rolls the Dice with the highest roll going first. At the beginning of each round the Bellringer rings the Bell announcing the formal start of the game.



Playing the Game

There are six rounds in each game.

Players roll three Dice and earn points when the number(s) on the Dice match the number of the round being played, also known as rolling the target number.

For example, during round 1 the target number is "1". Thus, the goal is to roll 1's in round 1, 2's in round 2, 3's in round 3 and so on.

1 point is awarded for each target number rolled. For example, a roll of 1-4-5 in round 1 earns one point; a roll of 1-1-6 scores two points; a roll of 3-5-6 scores no points.

Players continue to roll the Dice as long as they score one point or more. When a player scores no points, the Dice are passed to the player to the left.

5 points are awarded for rolling three of a kind of any number. For example, if in round 2 a player rolls three 4's, that player scores 5 points.

Bunco

21 points are awarded for rolling three of a kind of the target number. For example, rolling three 2's in round 2 earns a Bunco! and scores 21 points.

Ending the Round

A round ends when a player scores 21 points. Then all players move on to the next round.

Fuzzy Die

Bunco also includes a large Fuzzy Die. Before the start of the game, all players determine a certain combination roll for bonus points. For example, if players determine that a roll of 1-2-3 is the bonus roll, whoever rolls this combination holds the Fuzzy Die. The Fuzzy Die is passed to other players who roll this same combination as the game progresses. Whoever holds the Fuzzy Die at the end of the game gets bonus points.

Scoring

Score is kept on the Score Pad by the Scorekeeper. The first player to score 21 points in a round wins that round and marks the win with a "W" on the Score Pad. The player with the most wins at the end of 6 rounds wins the game.