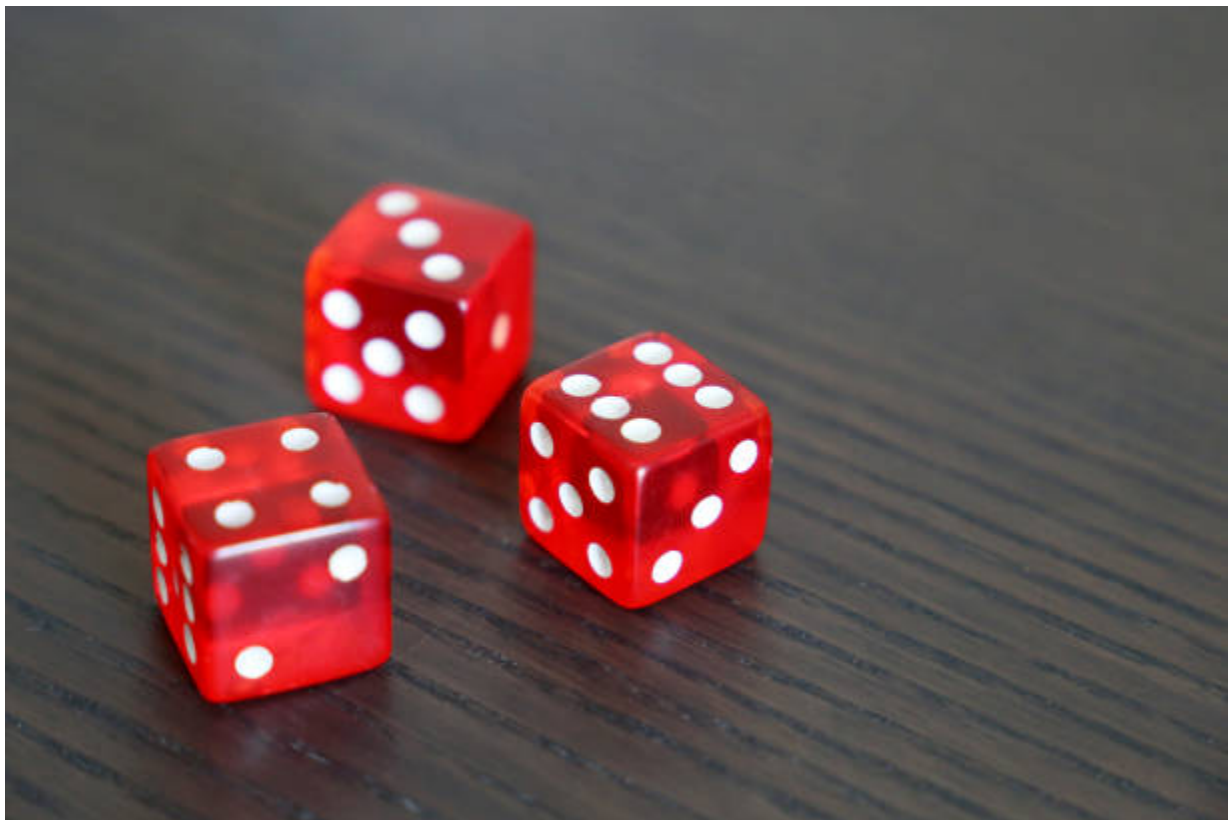


Game Document

Family Bunco

Date: March 29th 2023

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Versions

Version	Date	Author(s)	Notes
1.0	3/29/2023	Mark Lyman	Initial Release

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Introduction

This is a very easy and very fun game that can be played with a large number of kids and adults at the same time.

Equipment Needed

- 24 to 300 People
- 3 x Dice per 4 players
- 1 pen & paper per 4 players
- A prize in a bag for each player

Win Condition

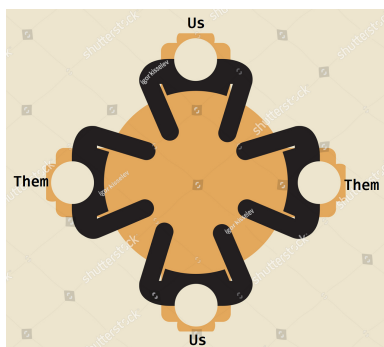
Be the first team to 21 points.

Setup

Decide which table is the head table and which table is the bottom table. Place 3 dice, 1 pen and paper, and 4 players (with their prizes) at each table.

1 person is designated as the score keeper and belongs to team US. The person to the left of the scorekeeper rolls the dice first when the game begins.

Players criss-cross from each other are on a team. The scorekeeper and their partner are team US and the other players are team THEM.



The scorekeeper divides the scorecard into US/THEM.

Us	Them

Players are now ready to begin playing.

Points

- Each dice that matches the target number gets 1 point.
- '3 of a kind' that are not the target number is worth 5 points.
- '3 of a kind' of the target number is worth 21 points.

Scorekeepers keep track of points using tally marks.



How to Play

- An announcer will announce the target number. Usually the game starts with 1's, goes up to 6's, back down to 1's, and then back up to 6's - 16 games total.
- Then the announcer will announce when to start playing. Sometimes with a bell or horn
- Players begin rolling dice, trying to get points.
- Each time a player scores, the scorekeeper adds it to that team's score, and the player rolls again.
- If the player does not roll any points, the dice are passed to the left for the next team to roll for points.
- When a team reaches 21 points they **loudly** yell "BUNCO!!!"

Bunco

When someone yells “BUNCO!!!”, the announcer will also announce “BUNCO!!!” and ring the bell or blow the horn. ALL OTHER PLAYERS IMMEDIATELY STOP PLAYING.

The team who is ahead in points when a Bunco is announced, is the winner of that round.

Everyone Gets a Turn

If the Bunco happened so early that some players didn't get to roll, then you must finish a full round, giving everyone a chance to roll at least once. If the teams are tied at the end of that round, go into a Bunk Off.

Bunk Off

If there is a tie when a Bunco is announced, the game goes into a **Bunk Off**.

During a bunk off, every player gets 1 full turn. After each player has had their turn, if the score is still tied, you Bunk Off again, giving everyone another full turn. This happens until 1 team is ahead in points after a full round of turns.

Winners Move, Losers Stay

The winners of the round get to look at the loser's prizes, decide if they want to swap with their own, and then they move up a table towards the head table.

Changing Partners

One of the losers changes their seats so that when the winners of the table below move up, everyone has new team mates. Sit down, acknowledge your new team mate, choose a scorekeeper, and get ready to play the next round.

The Head Table

There are a few unique rules to the head table.

1. They never change team mates. Anyone that migrates to the head table, will keep their same team mate, and will do so as long as they remain at the head table.
2. When you lose at the head table, you make the walk of shame all the way to the bottom table to begin working your way back up again.

Good prizes will naturally make their way up to the head table.

Game End

The announcer will announce the final game. After this game, winners swap their prizes if they wish, and then that's it. You are stuck with whatever prize you have.

As my friend Jake told me

"If some kid isn't crying at the end cause they didn't get the prize they wanted, then it wasn't a good game."