

Individual Drunko™

Team Drunko is very similar to Bunko. Individual Drunko™ or just “Drunko” plays a good bit different.

Drunko is played at one large table, and it is every woman (or man) for herself. The game is fast paced, with each person's roll an attempt to get someone else to drink. The game is played until the predetermined end is reached.

Rolling a Wipeout (three ones) is commonly an opportunity for a nature-break, and refill.

Drunko™

The Official Rules of Drunko™ - A Bunko Dice Drinking Game

Materials:

- ☑ Less than 8 players
- ☑ 1 table large enough for all
- ☑ 3 dice – each a different color
- ☑ 1 soft, tossable item (Fuzzy Die, stuffed animal, etc.)
- ☑ 1 Drinking glass per person (minimum)
- ☑ 1 Additional Drunko glass (suitable for playing quarters)
- ☑ 1 quarter
- ☑ Sufficient quantity of the alcoholic beverage of choice

Rule 1: The Mark

The Mark (point to be rolled) for each round is established at the beginning of that round. The Mark always starts at 6. Rolling

The Bunko Book

the Mark on a particular die creates a drinking event, and after the drinking is completed, the roller gets to roll again.

Rolling three of a kind of any number other than the Mark or ones, reverses the direction of play, and the number rolled becomes the new Mark. The player rolling continues to roll with the new Mark.

Ones cannot be the Mark, and are handled separately (see Wipeout).

After failing to roll a mark, the roller passes the dice in the appropriate direction, and must imbibe from their own drink.

Rule 2: Drinking Rolls

Three different colored dice are rolled. These dice are named. The colors can be any, but the role of each colored die is determined before the game starts.

- ☒ **Chooser** - The Mark rolled on this die entitles the roller to make any one person at the table drink
- ☒ **Loser** - The Mark rolled on this die causes the person who last rolled a Wipeout (three ones) to drink.
- ☒ **Boozer** - The Mark rolled on this die requires the person who is seated the same number of seats away from the roller, in the direction of play, to drink.

Rule 3: Legal Rolls

In order for a roll to count, the dice must be lifted off the table, shaken and rolled on the table. Dice rolls count only if the dice land cleanly. If the dice land stacked or cocked, the roller is required to imbibe of their drink, and all three dice are re-rolled. If any of the dice fall on the floor, the roller is required to imbibe of their drink, and all three dice are re-rolled. If the dice fall off the

Drinking and Bunko

table twice during one player's turn, the roller chugs and their turn ends.

Rule 4: Drinking Quantities

If the Mark is rolled on only one die, the person who has to drink is required to 'imbibe', i.e. the level of their drink must lower perceptibly.

If the Mark is rolled on two dice, the people who have to drink must quaff "a finger", i.e. the level of their drink must lower by one finger's worth. A finger's worth is considered the width of a finger, or about ½ an inch.

If the Mark is rolled on all three dice, the roller announces "Drunko" and the Loser and Boozer must quaff "two-fingers" while the Chooser must chug their drink.

Rule 5: Wipeout

Rolling three ones constitutes a Wipeout and ends the roller's turn. The person rolling the wipeout takes possession of the "Loser" token, commonly a Bar-Towel or soft fuzzy tossable item. They are then required to finish their drink, and they become the "Loser".

Rolling a Wipeout is commonly chosen as a break in play, for a nature call, or for refilling drinks etc.

Rule 6: Drunko

Rolling three of the Mark constitutes a Drunko. The person rolling the Drunko takes possession of the Drunko Glass and becomes the Drunko Master. Whenever the Mark is rolled in the future, the Drunko Master is entitled to attempt to bounce a quarter