

EZ-Bunko

"One who doesn't throw the dice can never expect to score a six."

Navjot Singh Sidhu

As I have discussed, Bunko has many variations in play, and in organization. None of the rules is written in stone, and it is up to your group to decide how they want to play the game. In order to explain the game I am going to start with the most basic play style, and the most common group organization.

The rules of the game are relatively easy to learn and understand, it's the execution of the rules that causes much of the difficulties

Bunko FACT – According to my survey, **86%** of regular Bunko players play in groups of **12**. About **5%** play in groups of **8**, **6%** in groups of **16**, and the remaining **3%** in all KINDS of odd combinations.

Bunko is a game of dice, played in rounds and sets. Players take turns rolling the dice and trying to accumulate points in order to win each "round" at their table.

Bunko is played with three dice. All three are rolled at the same time. Points are accumulated by rolling the "Mark". The Mark may be fixed (six is common), or may change each round or set.

The Bunko Book

Players continue rolling as long as they score at least 1 point on their roll. If they fail to score a point, the game continues clockwise, with the person to their left collecting the dice and getting their chance to score.

Play is controlled from the Head Table. Once a team at the Head Table scores enough points to win, they announce the end of the round, and the team with the highest score at each lower table wins the round.

Game Play (EZ-Bunko)

EZ-Bunko is a simplified version of the game, and well suited to games where you may have new players, such as with new groups and fundraisers. The game is played at three tables of four players in competing teams of two. Partners sit opposite each other, and keep score for each other while the other is rolling.

Each player rolls a die to see who goes first. Play then rotates from player to player clockwise after a player fails to score.

The tables are “ranked”. There is a Head Table, a Low Table, and a Middle Table. When your team wins a game, it advances to the next higher table, leaving the losers to stay at the same table. At the Head Table, the winners remain and the losers go to the Low Table.

You change partners after each round, including at the Head Table. Players at each table who remain behind decide who will change seats. When the advancing team sits down, they are no longer partnered. This might seem a little confusing now, but in the game play section, I will walk you through a round.

The Head Table controls play. Play starts with an announcement from the Head Table (commonly by using a bell.) During each round, the teams at the Head Table try to score 21 points or more.