

A minimalist version of the same setup might go as follows:

Set up three tables. Place a bell at one table, which becomes the high table. Place the traveler fuzzy-die at another table, which becomes the low table. The remaining table is the middle table. Leave a notepad (or two) on each table with a pencil and three dice. Have the players grab a personal scorecard when they arrive and they can sit wherever they want. This results in a first-come, first-served type of seating arrangement.

It doesn't get much simpler than that.

## **Hostess Etiquette**

The following monthly checklist is suggested for the Hostess who wants to make sure she will have a successful Bunko Party.

### **Two Weeks Out**

- \_\_\_ If you are having a theme party, email the players with the Theme.
- \_\_\_ If your theme needs supporting goodies, order them early. Websites such as [OrientalTrading.com](http://OrientalTrading.com), [BunkoGameShop.com](http://BunkoGameShop.com), and [DiceGamers.com](http://DiceGamers.com) have lots to help on your big day.

### **Three to Four Days Out**

- \_\_\_ Remind the players (phone or email) of the upcoming party, and their responsibilities, if they are supposed to bring a dish etc. Remind them of the theme as well, if any.
- \_\_\_ Remind your husband/housemate/significant-other of your game, and make sure they will be absent (unless it is Couples-Bunko night)
- \_\_\_ Arrange for an off-site baby-sitter if needed. A movie outing with dinner might be appropriate. You may be able to unload your kid(s) at one of the other member's houses.

## The Bunko Book

### Day Before

- \_\_\_ Follow up with anyone who indicated they might have a problem making the game. Ensure they have a substitute if possible.
- \_\_\_ Shop for any prizes you need.
- \_\_\_ Shop for any groceries / drinks you will need.
- \_\_\_ Remind the others in your household they will need to be gone tomorrow.

### Day of the Event

- \_\_\_ Decorate for the theme if needed.
- \_\_\_ Prepare your dishes early.
- \_\_\_ Kick everyone out of the house that's not playing!
- \_\_\_ Setup your tables and game items.
- \_\_\_ (Optional) Get an early start by testing the drinks.

### Your Bunko Box

It is important to have all your basic materials together. I'd suggest that you create a Bunko Box. In it, you keep your dice, bell, scorecards, scratch paper, pencils, punches (if you use them), your Traveler(s), a copy of your Roster, and a copy of your rules. At the end of the night, the Bunko Box is passed on to the next hostess.

It is the hostess's responsibility to make sure that the Bunko Box is complete, and that there are enough scorecards and scratch-pads for play.

## Changing Game Play

Many groups permit the hostess to make small rule changes to the game, particularly with groups that encourage theme nights. You may want to adapt the game to the particular theme you are playing.

It can be great fun, but I would suggest you don't stray too far from the group's core rules. Changing the Traveler to match the theme, or adding appropriate 'penalties' are great ways to go.

If you are going to change the rules significantly, especially if you're going to ask for more money for the "kitty", make sure to let the other players know ahead of time.

**Bunko Fact:** When it comes to rolling three of a kind that is not a Bunko, players show a lot of imagination. Sure, baby-Bunko, Monte Carlo, or Babies, might be what we call it here in The Bunko Book, but many dare to be different! The favorite **50** alternative names we received were:

*aces, almost, anti-Bunko, auto, blooper, bonus, boob, boobie, boos, bunny, butthead, chunko, crap, cupcake, drunks, duck, extra, fake, farkel, free-roll, freebie, frog, gizmo, goose, gunko, half, hat-trick, jackass, kisses, lucky, natural, non-bunko, oknub, odd Bunko, on the town, pseudo, quarters, same, skunko, small Bunko, smiley, spoons, suito, trixie, troll, unnatural, wanna-be, woopie, wipe-out, yahtzee*