

Game Customization

"Not only does God play dice,
he sometimes throws them where they
cannot be seen."

Stephen Hawking

When discussing the numerous different ways that Bunko is being played, the differences are referred to as Variants and Options.

Variants are deviations from the basic rules of the games, and create a slightly different form of play.

Options are game elements that can usually be brought into any game of Bunko or Bunko variant.

Bunko FACT:

96% of all groups end their games at 21 points

3% score until 23

Only 1% use any other way of ending the round!

Variants

Variants fall into three broad categories: establishing a Mark, scoring a round, and ending a round.

The Bunko Book

Establishing a Mark

In Bunko, the Mark or point you are trying to score matches the current Round number in that set. For example in Round 1, the Mark is 1. In Round 3, the Mark is three. Numerous variations exist in setting this mark, of which a few are listed here.

Sixes (aka BoxCars, EZ-Bunko)

In this, the most common variant, the Mark is always six, and does not change each round. Three sixes is always Bunko, and three of any other number is usually called "Baby-Bunko", "Baby", or "Overs", scoring 5 points. The scoring is the same as for standard Bunko, with one six worth 1 point, 2 sixes worth 2 points, and three sixes worth 21 points.

Onesies

A rare variant, the Mark is always one, and does not change each round. Three ones is always Bunko, and three of any other number is usually called "Baby-Bunko", "Baby", or "Overs", scoring 5 points. The scoring is the same as for standard Bunko, with a single one scoring 1 point, 2 ones worth 2 points, and three ones, a Bunko, worth 21 points.

Christian

A popular variant, this is almost exactly the opposite of Sixes. In Christian, each SET is only 5 rounds, and the Mark is incremented as in normal Bunko from 1 to 5. However, in Christian, six is never the Mark. Christian is usually combined with Wipeout (option) and rolling 3 sixes at any time causes you to lose

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your turn and all points scored up until that time. Even when not playing Wipeout, no points are awarded for three sixes, and the player loses the roll. Scoring is otherwise the same as standard Bunko.

Odd Mark

In this unusual variant, the Mark is a number other than 1 or 6, and doesn't change each round. Three of the odd Mark is always Bunko, and three of any other number is usually called Baby-Bunko, scoring 5 points. The scoring is the same as for standard Bunko, with one of the odd Mark worth 1 point, 2 Marks worth 2 points, and three Marks worth 21 points.

Rolled Point

This original method of scoring, as recorded in Hoyle's Standard Games, is not nearly as common today. At the beginning of each round, the first player to roll at the Head Table rolls a single die, establishing the initial Mark. That number is announced and becomes the Mark that everyone will try to roll. The Mark is then re-rolled at the beginning of each new round. A set is usually six rounds.

Confusion (aka Reset)

The Mark is constantly changing. Anyone at the Head Table rolling three of a kind that isn't a Bunko, scores 5 points and the number rolled is the new Mark. For example, during Round 2, the starting Mark is 2. While rolling, a player rolls 3 fours. They would score 5 points and the new Mark is 4 for the remainder of that