

BUNCO

Bunco is a social dice game for 12 players (or any multiple of 4), organised into 3 tables of 4 players each. It is fast-paced, requires no skill, and is designed for social gatherings — parties, charity events, and group outings throughout North America.



Bunco – table layout

<https://engine.moddable.games/play/?game=standard-dice&variant=bunco>

SETUP

- ♦ **12 players** at **3 tables**: Head Table, Middle Table, and Losing Table
- ♦ Each table has **2 teams of 2** — partners sit across from each other
- ♦ Each table has **3 dice** and a scorekeeper

THE SIX ROUNDS

The game has **6 rounds**. The **target number** for each round matches the round number: Round 1 targets 1, Round 2 targets 2, ..., Round 6 targets 6.

A SET (SUB-ROUND)

Within each round, teams alternate rolling all 3 dice. Each die showing the **target number** scores **1 point** for the rolling team. The rolling team continues rolling as long as they score at least 1 point per roll. When a roll scores 0, the other team takes over rolling.

Bunco: Rolling all 3 dice showing the target number = **21 points** immediately; that set ends. The player records a Bunco tally.

A set ends when one team reaches **21 points** (or scores a Bunco). That team wins the set.

WINNING A ROUND

The team with more set wins at the end of the round wins that round. At the **Head Table**, the winning team stays; the losing team moves down. At other tables, the winning team moves up and the losing team moves down.

SCORING

After all 6 rounds, each player totals:

- ♦ Number of **round wins**
- ♦ Number of **round losses**
- ♦ Number of **Buncos**

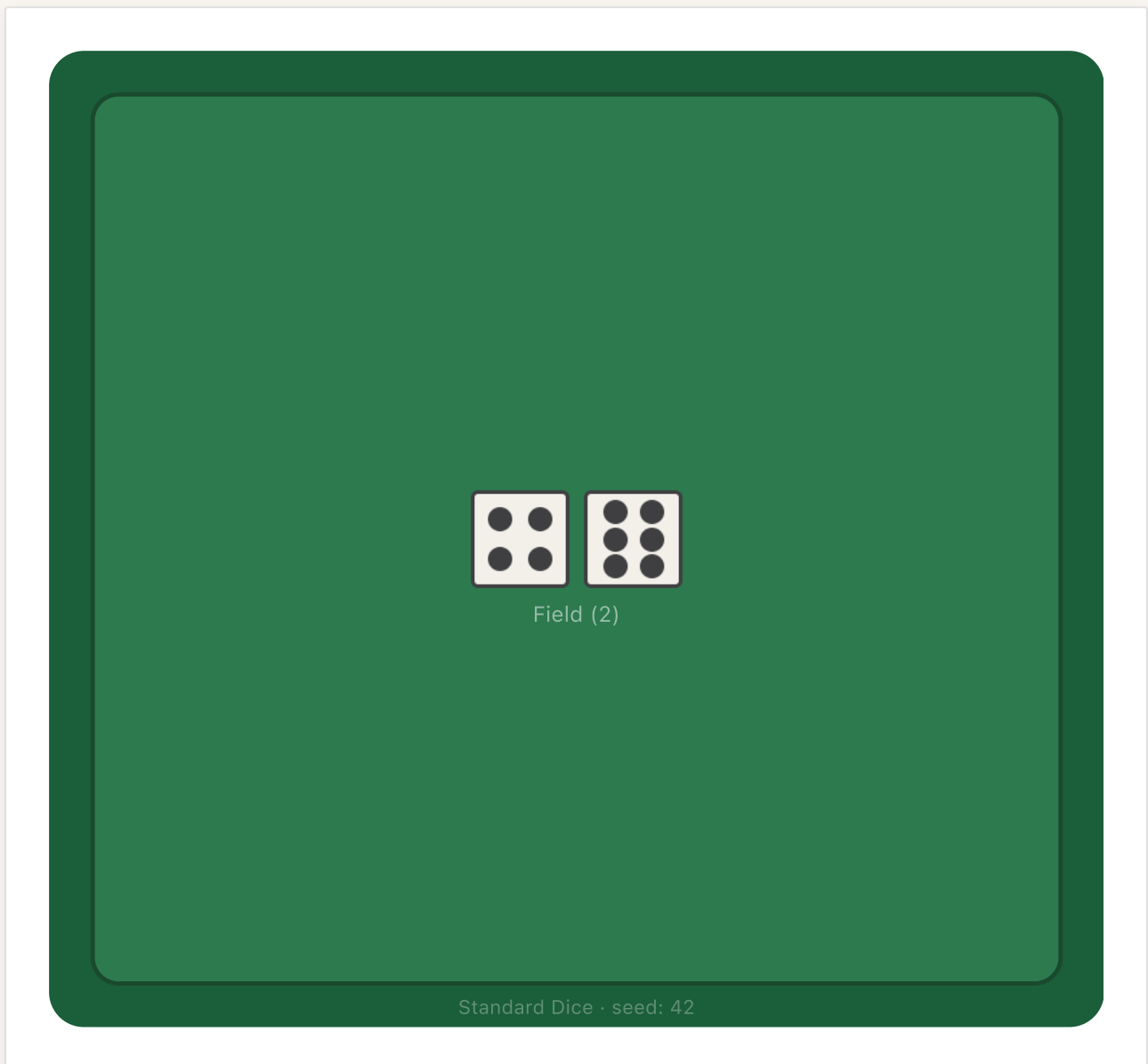
Typical prizes: most wins, most Buncos, and a booby prize for most losses.

NOTES

Bunco requires no strategy. The table rotation ensures players interact with all participants over the course of the game.

CRAPS

Craps is the definitive casino dice game, played with two six-sided dice. At a casino table, one player (the shooter) rolls while others bet on the outcomes. It can also be played informally without a table (street craps).



Craps – table layout

<https://engine.moddable.games/play/?game=standard-dice&variant=craps>

THE SHOOTER

The **shooter** is the player rolling the dice. In a casino, players take turns as shooter; the dice pass clockwise after a seven-out.

COME-OUT ROLL

Each round begins with the **come-out roll**:

RESULT	OUTCOME
7 or 11 (natural)	Pass — Pass bettors win; Don't Pass bettors lose
2 or 3 (craps)	Don't Pass — Pass bettors lose; Don't Pass bettors win
12 (craps)	Pass bettors lose; Don't Pass bettors push (tie, money returned)
4, 5, 6, 8, 9, or 10	That number becomes the Point

THE POINT PHASE

Once a Point is established, the shooter continues rolling:

RESULT	OUTCOME
Point number again	Pass — Pass bettors win; round ends; shooter keeps dice
7 (Seven-Out)	Don't Pass — Pass bettors lose; Don't Pass bettors win; round ends; dice pass
Any other number	No decision; shooter rolls again

CORE BETS

Pass Line: Bet before the come-out. Wins on natural; loses on craps; wins if Point is made before 7; loses on seven-out. Pays 1:1. House edge: **1.41%**.

Don't Pass: Opposite of Pass Line (with the 12-push on the come-out). House edge: **1.36%**.

Come / Don't Come: Same as Pass / Don't Pass but placed after the Point is established; each come bet sets its own personal point.

Odds Bet: Placed behind Pass/Don't Pass or Come/Don't Come after a Point is set. Pays **true odds** with zero house edge — the best bet in the casino:

POINT	ODDS PAY (PASS/COME)
4 or 10	2:1
5 or 9	3:2
6 or 8	6:5

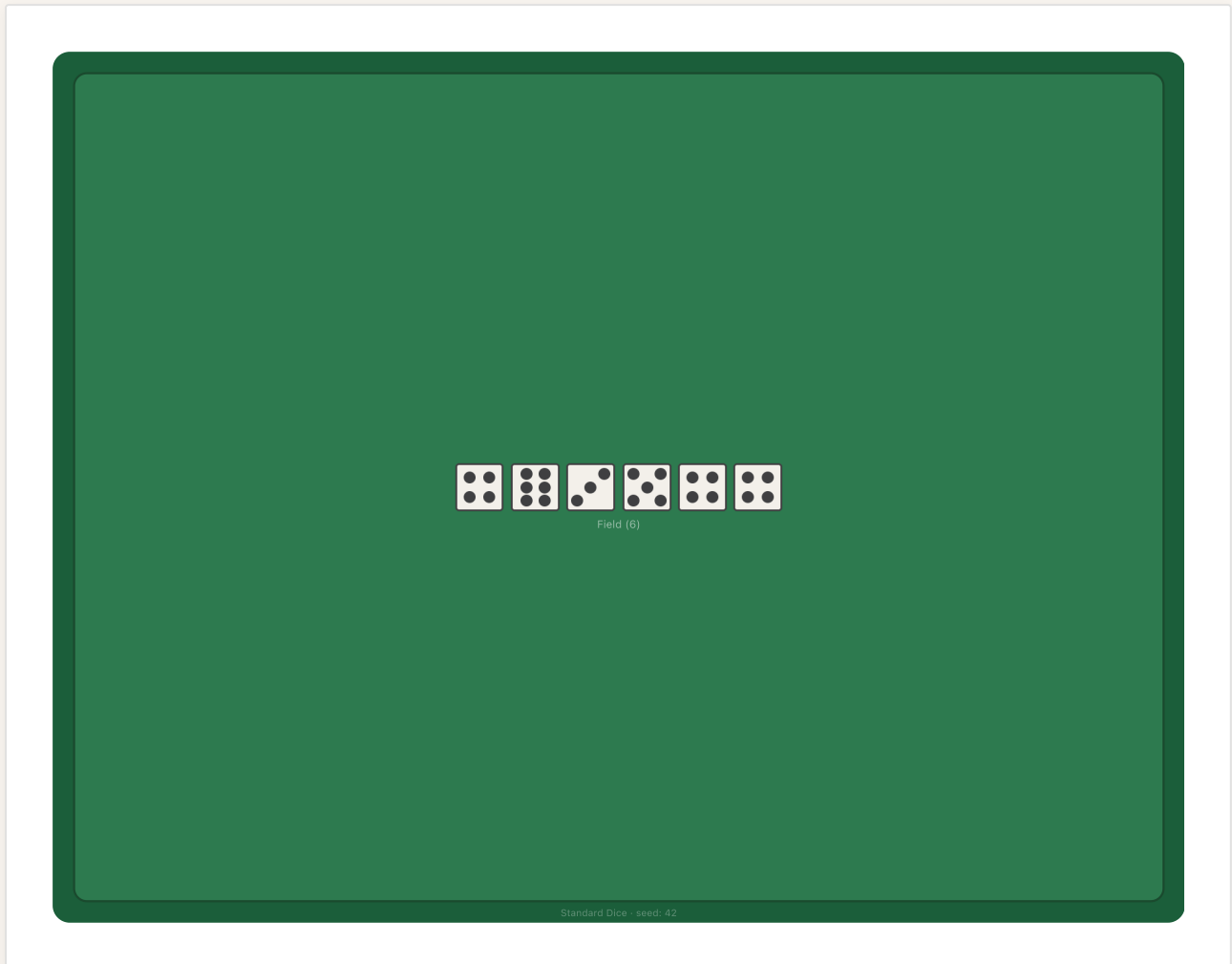
OTHER BETS (CASINO TABLE)

BET	DESCRIPTION	APPROX. HOUSE EDGE
Place (6 or 8)	That number before 7	1.52%
Place (5 or 9)	That number before 7	4.0%
Place (4 or 10)	That number before 7	6.67%
Field	Next roll is 2,3,4,9,10,11,12	2.8–5.6%
Hardways (6 or 8)	Doubles before 7 or easy way	9.09%
Hardways (4 or 10)	Doubles before 7 or easy way	11.1%
Any 7	Next roll is 7	16.67%
Any Craps	Next roll is 2, 3, or 12	11.11%

Rule of thumb: stick to Pass/Don't Pass with max Odds. Avoid proposition bets.

FARKLE

A press-your-luck dice game for 2–6 players. On your turn, roll 6 dice, set aside at least one scoring combination, then choose to bank your accumulated points or roll again with the remaining dice. If no dice score on any roll, you **Farkle** – losing all points accumulated that turn. First to 10,000 wins.



Farkle – table layout

<https://engine.moddable.games/play/?game=standard-dice&variant=farkle>

TURN STRUCTURE

- 1 **Roll all 6 dice** (or remaining dice if some are set aside).
- 2 After the roll, you must **set aside at least one scoring die or combination**.
- 3 If no dice score — you **Farkle**: lose all unbanked points for the turn. Your turn ends.
If dice score, choose:
 - ♦ **Bank**: add accumulated turn points to your total score. Turn ends.
 - ♦ **Roll again**: roll remaining dice. Repeat from step 1.
- 7 **Hot dice**: if all 6 dice have been set aside and scored, you may roll all 6 again, adding to your turn total. The turn does not end.

SCORING COMBINATIONS

Combinations are scored per single roll, from dice not yet set aside.

COMBINATION	SCORE
Single 1	100
Single 5	50
Three 1s	1,000
Three 2s	200
Three 3s	300
Three 4s	400
Three 5s	500
Three 6s	600
Four of a kind	2× three-of-a-kind value
Five of a kind	3× three-of-a-kind value
Six of a kind	4× three-of-a-kind value (or 3,000)
Straight (1-2-3-4-5-6)	1,500 (house rule variant: 3,000)
Three pairs	1,500

1s and 5s only score individually when not part of a three-or-more-of-a-kind combination.

GETTING ON THE BOARD

A player must score at least **500 points in a single turn** to record their first score (get on the board). Points below 500 cannot be banked until the first qualifying turn.

WINNING

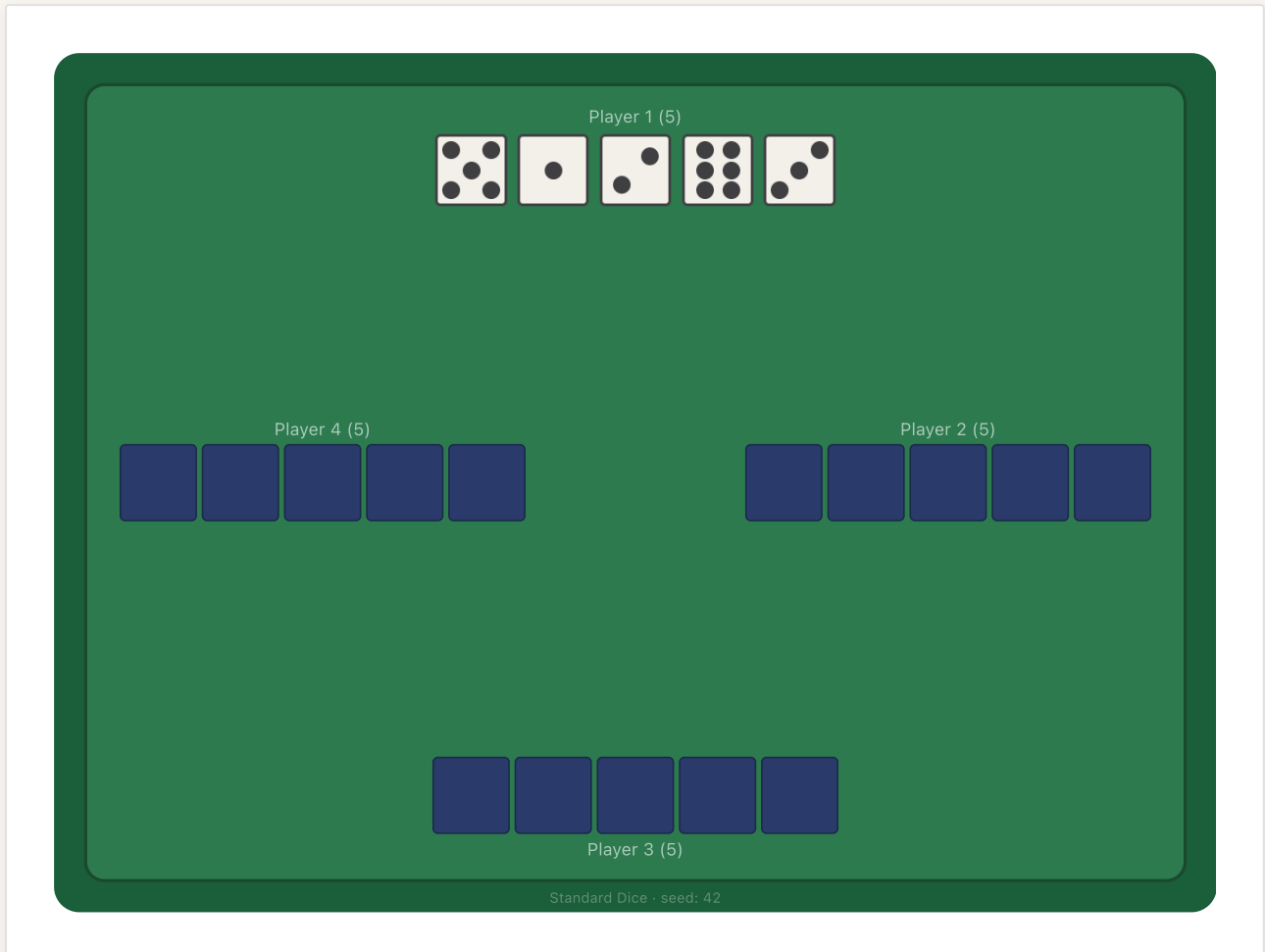
When a player reaches 10,000 or more, each remaining player gets **one final turn** to try to exceed that score. The player with the highest score after all final turns wins. Ties are broken by a sudden-death roll-off.

ATTRIBUTION

Farkle. Traditional game; exact origin disputed. Rules in the public domain. Source: Wikipedia (*Farkle*); Pagat.com.

LIAR'S DICE

A bluffing game for 2–6 players. Each player has 5 dice hidden under a cup. Players bid on how many dice of a given face value exist across **all players' dice combined** — without seeing anyone else's dice. Challenge a bid or raise it. The player who is wrong loses a die. Last player with at least one die wins.



Liar's Dice – table layout

<https://engine.moddable.games/play/?game=standard-dice&variant=liars-dice>

SETUP

Each player takes 5 dice and a cup. All players simultaneously shake their dice under their cups, then lift to view their own dice only — keeping them hidden from others.

TURN STRUCTURE

The starting player makes a **bid**. Play proceeds clockwise. On your turn you must either:

Raise the bid — the new bid must be strictly higher than the current one. A bid is higher if:

- ♦ The quantity is higher (any face), **or**
- ♦ The quantity is the same and the face value is higher.

Challenge ("Liar!") — declare the current bid false. All players reveal their dice. Count the total number of dice showing the bid's face value:

- ♦ If the count **meets or exceeds** the bid → the **challenger** loses one die.
- ♦ If the count is **less than** the bid → the **bidder** loses one die.

After a challenge, all players re-roll their remaining dice and a new round begins. The player who lost a die makes the first bid.

ELIMINATION

A player with 0 dice is eliminated. The last player with any dice wins.

ACES WILD (PERUDO VARIANT)

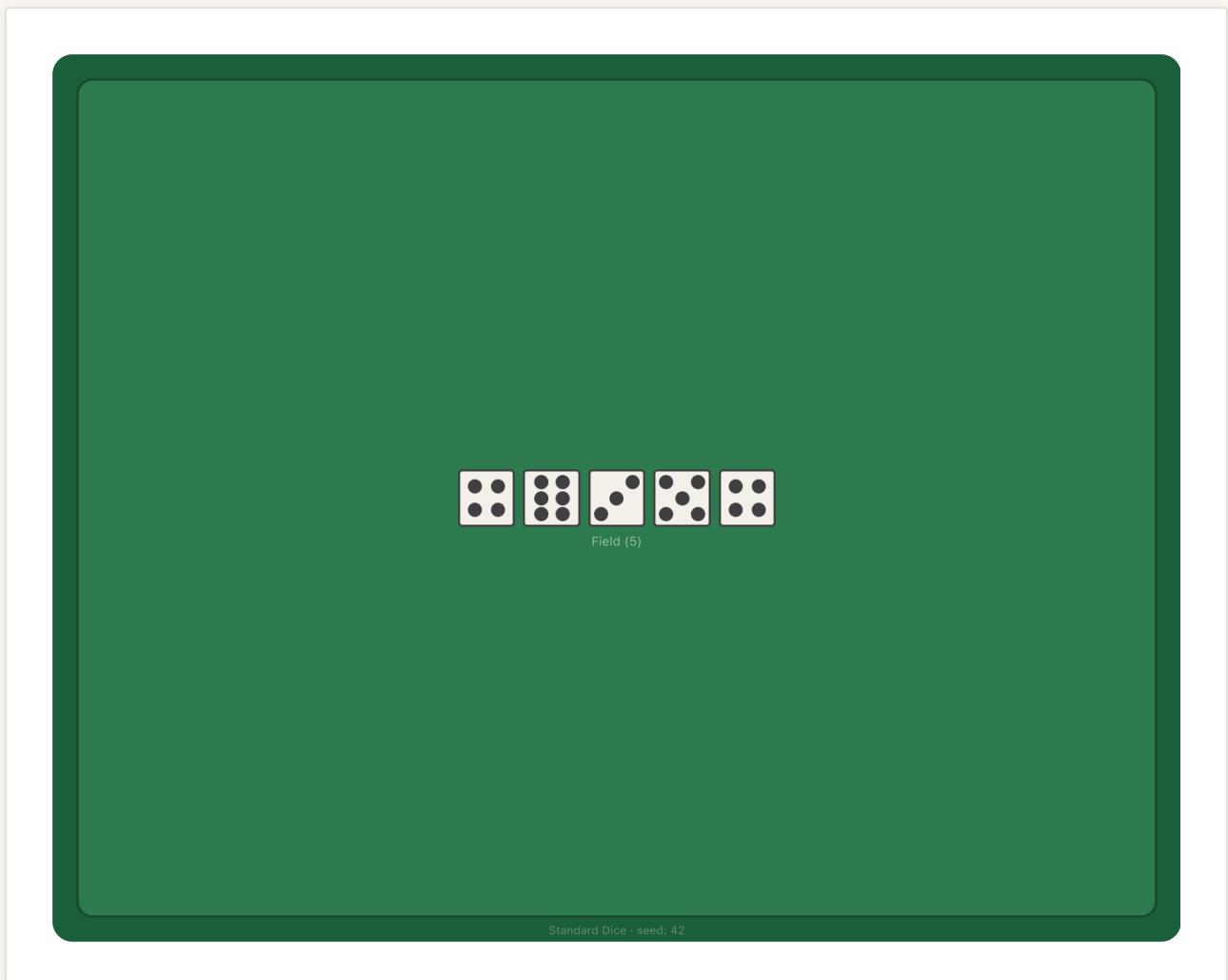
In the Perudo variant, 1s (aces) are wild and count as any face value. When bidding aces, the quantity threshold is halved (rounded up). Bidding can switch between aces and another face value with specific raising rules. This variant is optional; standard Liar's Dice uses no wild faces.

ATTRIBUTION

Liar's Dice. Traditional game; modern form popularised as Perudo (Milton Bradley, 1993). Rules in the public domain. Source: Wikipedia (*Liar's dice*); Pagat.com.

YAHTZEE

A dice game for 1–4 players in which each player completes a scorecard of 13 categories over 13 rounds. Each turn allows up to three rolls of five dice, with the player choosing which dice to keep after each roll. Highest total score wins.



Yahtzee – table layout

<https://engine.moddable.games/play/?game=standard-dice&variant=yahtzee>

TURN STRUCTURE

- 1 Roll all 5 dice.
- 2 Optionally keep any dice and **re-roll the rest** (up to 2 more times).
- 3 After the final roll, **choose one unfilled category** on your scorecard and record the score (which may be 0).

Each category may only be filled once per game. All 13 categories must be filled.

SCORECARD

UPPER SECTION

CATEGORY	SCORE
Aces	Sum of all 1s
Twos	Sum of all 2s
Threes	Sum of all 3s
Fours	Sum of all 4s
Fives	Sum of all 5s
Sixes	Sum of all 6s
Upper Bonus	+35 if upper section total ≥ 63

The upper section bonus threshold of 63 corresponds to scoring exactly three of each number ($3 \times 1 + 3 \times 2 + 3 \times 3 + 3 \times 4 + 3 \times 5 + 3 \times 6 = 63$).

LOWER SECTION

CATEGORY	REQUIREMENT	SCORE
3 of a Kind	At least three dice the same	Sum of all 5 dice
4 of a Kind	At least four dice the same	Sum of all 5 dice
Full House	Three of one number + two of another	25
Small Straight	Four sequential values (e.g. 1-2-3-4)	30
Large Straight	Five sequential values (1-2-3-4-5 or 2-3-4-5-6)	40
Yahtzee	All five dice the same	50
Chance	Any combination	Sum of all 5 dice

YAHTZEE BONUS

If you have already scored 50 in the Yahtzee box and roll another Yahtzee:

- Score **+100 bonus** points.

You must also fill a category using **Joker rules**: use the Yahtzee as the matching upper section number if that box

- is empty; otherwise, fill any remaining lower section box (treating it as a Full House, any Straight, or 3/4 of a Kind as applicable).

If you scored 0 in the Yahtzee box, you do not receive the bonus.

ATTRIBUTION

Yahtzee. Trademarked by Hasbro. Rules in the public domain (widely documented). Standard rules via Wikipedia.