

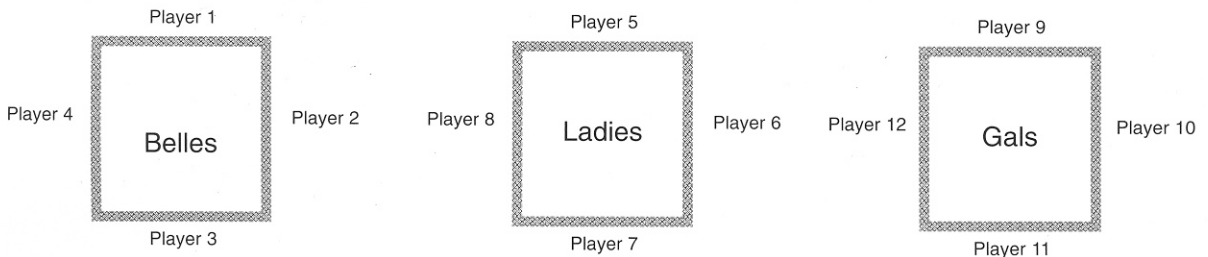
Girls' Night Out *a bunko dice game*

Contents: 9 6-sided Dice
On The Town Trophy Pouch
On The Town Necklace Trophy
Table Scorecards
Player Score Sheets
Game Bell
Bonus Gift of 12 Coasters

You Will Need: 12 Players
3 Tables
Pens or Pencils
Winners' Prizes

Starting The Game:

Set up 3 Tables (Each Table will have 4 player stations). Each Table will have a Table Score Sheet, 4 Player Score Sheets and 3 Dice.



Each table has an Odd Team and an Even Team.

The ultimate goal is to be the Odd Belles by the end of the game.

Each player draws a number from 1 to 12 to determine starting position. The number indicates the station each player will begin the game.

Once all players take their positions, the REAL fun begins!

Girls' Night Out

Each Game has 4 Sets of 6 Rounds each.

Scoring:

The Trump Die is the number for that round. (Round 1 Trump is , and so forth)

Solo Trump	Duet Trump	Supremes Trump
1 Point	5 Points	21 Points
Any Roll with 1 Trump Die for that Round	Any Roll with 2 Trump Dice for that Round	Any Roll with 3 Trump Dice for that Round
Example: (Round 1)	Example: (Round 4)	Example: (Round 5)
  	  	  

On The Town

On the Town Trophy + 5 points

Any time 3 of a kind are rolled
that are NOT that round's trump

Example: (Round 3)



An On The Town Roll is worth 5 points, but it also carries the special bonus of the On The Town Trophy. When ever a player rolls 3 of a kind that are NOT trump, she shouts "On The Town!" and is given the trophy necklace to wear. The player who is wearing the necklace at the end of the evening can be awarded a special On The Town prize.

One player on the team will roll the dice until they no longer roll any trump. The dice are then passed on to the next player at the table who rolls for their team until they no longer roll trump.

The winning team at each table is the one who has the highest score up to 21 at the end of the round. The round continues until a player at the Belles table reaches 21, at which time the bell is rung to end play.

Each player tracks wins and losses on their scorecard. They also count their points for that round.

Rotating Stations:

At the end of each round, the players rotate as follows:

Belles Winners: Stay at the Belles Table and occupy the Odd Belles team seats.

Belles Losers: Rotate down to the Gals Table

Ladies Winners: Rotate up to the Belles Table

Ladies Losers: Stay at the Ladies Table

Gals Winners: Rotate up to the Ladies Table

Gals Losers: Stay at the Gals Table

ONLY THE WINNERS AT THE BELLES TABLE MAY REMAIN A TEAM. OTHER PLAYERS ARE NOT PERMITTED TO HAVE THE SAME PARTNER TWO ROUNDS IN A ROW.

Endgame:

At the end of gameplay, the following winners can be awarded prizes:

Grand Prize:	#1 Odd Belles	The Players who occupy seats 1 & 3 at the Belles table.
Second Prize:	Most Wins	The Player who has won the most rounds.
Third Prize:	Highest Score	The Player who has the highest number of points.
On The Town Prize:		The Player who is wearing the On The Town trophy necklace at the end of the game.