

VIKING BALUT

The game of Balut is played worldwide, and is very popular among Danes living abroad. We have chosen to include the game in our line of Burgundar - Toys & Games, and name it Viking Balut. Balut is actually the name of an unhatched duck's egg which is a very traditional food in the Philippines.

The game consists of a traditional Balut board with a built-in leather pad, a calf leather cup, 6 dice and a booklet with score sheet.

You can read more about the Vikings and the Viking Gods and download the original Viking Balut score sheets at www.burgundar.com

Objective of the game The objective is to maximize your number of points. The game ends once all fields in all 7 categories have been scored.

You need 5 dice and a score sheet for each player. The game can be played by any number of players, but the norm would be 2 or 4. Doubles can also be played, with each player throwing the dice alternately to speed up the rounds.

The game consists of 28 or 34 rounds, depending on whether Jackpot is played or not - it's up to the players to decide.

The Jackpot element adds fun to the game, as it often leaves the result very much in doubt until the very last throw.

How to Play In each round, you may roll the dice 3 times and then score the result in any one of the 7 categories. There is no requirement to finish a column or row before another one. Jackpot however, has to be filled in BEFORE you finish the first 4 fields of the given category.

You can roll the dice a total of three times - the initial roll (in which you must roll all the dice), plus two re-rolls of any or all dice. After rolling three times, you must score the result somewhere on the score sheet, or cross out a field if the result cannot be used.

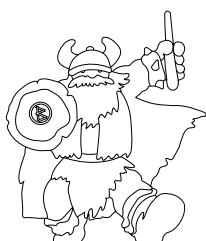
Points are more important than the score, and Jackpot doubles points (or gives minus)
The first 3 categories are 4's, 5's, 6's (you only need 1 dice that matches this category in order to register a result, but you need a total of 52, 65 and 78 respectively, when you add up the score in the first 4 fields to gain points). In Jackpot you need to use a score of 16, 20 or 24 respectively as a Jackpot bonus. If you have used the Jackpot option, you **MUST** get the total score mentioned above, or else you will get minus 4 points, instead of plus 4 points.

Straight (1-2-3-4-5 gives a score of 15 or 2-3-4-5-6 which gives a score of 20, and you need ALL straights in order to score points). If you chose to use straight in Jackpot, it **MUST** be a big straight i.e. 2-3-4-5-6 or 20 score, and you **MUST** get ALL 4 straights (big or small). If the Jackpot is used, and you get ALL straights, you get a total of 8 points, but if the Jackpot is used, and you do NOT get all straights, then you get a total of -8 points.

Full house (2+3 of a kind), you need to make all 4 houses in order to get 3 points. If you use the Jackpot option, you need to register a house of minimum 22 in the Jackpot. IF you get all 4 houses, plus the Jackpot, you get a total of +6 points, but if you have registered a Jackpot, and fail to get the 4 first houses, you get -6 points.

Choice (you can roll anything and you simply total all the dice faces values). You need an average of 25 score to get a total of 100. **ONLY** if you get a total of 100 or more, will you get points. 2 points if you haven't used the Jackpot, and + or - 4 points, if you have used the Jackpot option (Jackpot of minimum 25).

Balut (5 of a kind) - get as many as you can. There is a great incentive in getting the second Balut, which gives a total of 8 points (only 3 points for the first Balut). See score sheet for more details, or check it out at



BURGUNDAR
TOYS AND GAMES