

Original Bonkers

In the original version of Bonkers described in the book, two players place three identical discs (coins, checkers, or other similar objects) along opposite sides of a table and take turns flicking their own discs.

The goal is to knock all of your opponent's discs off of the table by striking them with your own discs. Discs that fall off of the table are out of the game (even if you flick your own disc off).

The last player with at least one disc on the table wins.



Shooting

Players should agree on which techniques are allowed for shooting discs and practice them before a game. For example, players might agree to flick discs with a fingernail at the edge of the disc. Or, if that is too difficult, players might place a finger on top of a disc and slide it forward that way. Use whatever technique works well for both players and agree to the rules before you begin the game.

VARIATION IDEAS

Different Discs

Players can play with a variety of discs, such as a quarter, dime, nickel, and penny. Each player should start with the same "team" of discs. Pay attention to which discs work best and plan your shots based on the strengths and weaknesses of each disc.

Marbles Rules

Place 10-15 pennies or other small discs on the table. In this variation, each player uses a quarter or other larger disc as their "shooter" disc. Players take turns using their shooter to try to knock pennies from the table by flicking the shooter disc at pennies. The player who knocks the most pennies off is the winner. This is similar to the traditional game of marbles. Look up rules and variations of marbles for even more ideas.

Obstacles

Adding obstacles like plastic cups to the table can add variety and challenge to the gameplay.