

FARKLE



“The classic dice-rolling, risk taking Game”

REQUIRED:

6 dice, 1 scoring sheet.

BASE RULES:

First player to 10,000 or more wins (unless one or more of the remaining players can top the score in one more turn — winner would have highest final score.)

Player must score with every roll, taking at least one scoring die out of each turn before re-rolling.

If no dice on a role can be scored, it is a ‘farkle’ which ends the player’s turn and all accumulated score from that turn is lost.

If all six dice eventually score (*hot dice*), you may start rolling with all 6 again, keeping that turn's accumulated score. Players can choose to stop after all 6 dice score.

Scores cannot be combined to make bigger rolls. (ex. If a player has scored 3-of-a-kind in 5’s on one roll, then rolls double 5’s in the next roll, the player cannot combine the 5’s to make a 5-of-a-kind.)

You may stop at any time and receive the current score of the dice and the player’s turn ends.

Several variations of this game exist.

OPTIONAL RULE: ON-THE-BOARD

Players must score at least 750 (or another agreed upon number, like 500) to ‘get on the board’ and start scoring. After that players must reach the minimum score of 350 before they can stop.

OPTIONAL RULE: THE ‘VAN’T HOF 6’

Accumulating 6 ones (*across rolls*) scores 3000. The player forfeits other point totals created by rolling the 1's when taking the score of 3000.

OPTIONAL RULE: PIGGYBACKING/HIGH-STAKES

Each player can choose to begin their turn either with a fresh set of six dice, or by throwing the dice remaining after the previous player has completed their turn. (ex. if a player banks three 1’s for a score of 300, the next player may choose to roll the remaining three dice. If they score at least one die, they score 300 plus whatever additional score they accumulate.)

This increases risk all-around as players now attempt to make their scores risky to steal, and stealing players assume the risk of the unrolled dice.

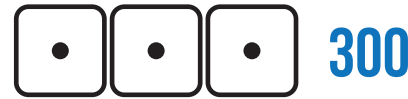
SCORING COMBINATIONS



50

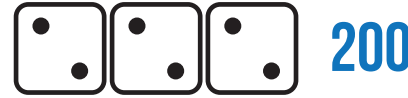


100



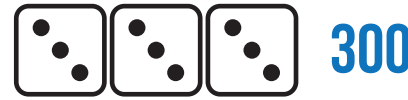
300

4 OF A KIND 1000



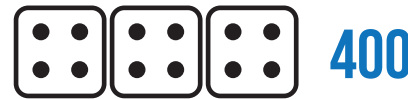
200

5 OF A KIND 2000



300

6 OF A KIND 3000



400

STRAIGHT (1-6) 1500



500

THREE PAIRS 1500



600

TWO TRIPLETS 2500

FOUR-OF-A-KIND + A PAIR 1500