

FARKLE RULES

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FARKLE is played with 5 dice and any number of players.

Game Play

To determine who goes first, each player rolls one die; high score goes first and play proceeds in a clockwise direction.

On your turn, the dice will be rolled. If you have any scoring dice, then you may choose to either end your turn or throw the dice again. If you choose to throw the dice again, you will roll any non-scoring dice or if all dice are scoring dice, you may continue your turn by rolling all the dice.

Your turn continues as long as you choose or until you do not roll any scoring dice. But beware, if you do not roll any scoring dice your turn will end and all points for that turn will be lost.

Getting on the Board: This refers to the very first time you have your score posted on the score pad. You must roll at least 350 in order to get on the board. After you are on the board, you can choose to end your turn regardless of your current turn's score.

The first player to score 10,000 or more points ends the game when they end their turn. Other players will be allowed to complete their turns - player with the most points wins.

Scoring

Scoring Dice:

One(1) = Worth 100 points

Fives(5)=Worth 50 points

Three of a kind=Equal to the value times 100

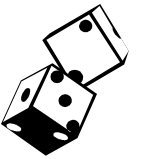
Exception: Three Ones=1000

Four of a kind=Equal to the value times 200

Exception: Four Ones=2000

Straight=1500

FARKLE(Five of a kind)=Automatically win the game



Examples:

Dice: 1 5 3 4 3 = 150

(3, 4, and 3 will be rolled if you choose to roll again)

Dice: 4 4 4 6 2 = 400

(6 and 2 will be rolled if you choose to roll again)

Dice: 5 5 5 5 1 = 1100

(All dice will be rolled if you choose to roll again)

Dice: 2 3 4 5 6 = 1500

(All dice will be rolled if you choose to roll again)

Dice: 2 2 2 2 2 = Automatic Win

NOTE: Three of a kind, Four of a kind, Straights and FARKLES must be rolled in the same roll not just in the same turn in order to get the points.