

ABOUT FARKLE

AKA: Zonk, Zilch, 10000, Wimpout!, or Hot Dice.

Farkle is an addictive game played with six (6) dice. The goal of the game is to score over 10,000 points in the fewest number of moves. For this discussion the work “you” and “your” refers to a Farkle player whether human or computer.

These rules have been adapted to support single player mode.

The Farkle hub will toss 6 dice. Your bot will need to be able to find scoring dice (discussed below) and keep those dice by placing them on hold. These points are added to your provisional points and your bot will need to decide: do I bank my points or risk my provisional score by rolling the dice again...

FARKLE: The dice is tossed and there are no scoring dice to pull.

BANK: your provisional score will be added to your actual score and your next turn will begin with 6 new dice.

ROLL: your remaining dice will be tossed again, and your bot can try to find new points to pull.

Your bot can continue rolling the dice until either it decides to bank the provisional points, rolls a Farkle, or fails to find scoring dice in the toss. If all 6 dice are held then your turn continues with 6 new dice but if your bot throws a Farkle or can’t find the scoring dice, then any provisional points are forfeit and play begins again with your next turn.

Scoring Combinations

Dice	Count					
	1	2	3	4	5	6
1's	100	200	1000	2000	3000	4000
2's	0	0	200	400	600	800
3's	0	0	300	600	900	1200
4's	0	0	400	800	1200	1600
5's	50	100	500	1000	1500	2000
6's	0	0	600	1200	1800	2400

Special Combinations	
Three Pairs	750
Six Dice Straight	1500

About Farkle Bots

A Farkle bot exists as a simple publicly facing website somewhere on the internet. A farkle bot can be created using any server-side web technology. For instance, ASP.net (C#, VB, F#), PHP, Node, Perl, Python, Ruby on Rails, etc...

A developer will choose the platform and where the Farkle bot is hosted. The source code is secured by the developer and is never released to the hub. All the information the hub needs to operate will come from the bot. Since all the information needed by the hub to play games, engage in competitions, and even receive cash prizes can be mined from the bot, and since the bot is in the developers control at all times, no logins, accounts, or passwords ever need to be created on the hub.

Perhaps the easiest way to document the Farkle bot API is to provide a sample implementation. Meet Fizban.

Fizban

Fizban is a super simple Farkle bot that only knows how to keep 1s and 5s. See scoring above. Fizban always rolls again when there are 3 or more dice left or if there are 0 dice left.