

Farkel - A Game of Guts and Luck

4 of a kind	1000
5 of a kind	2000
6 of a kind	3000
Straight 1-6	1500
Three pair	1500
Two triplets	2500

5	50
1	100
1+1+1	1000 300
2+2+2	200
3+3+3	300
4+4+4	400
5+5+5	500
6+6+6	600

A game for two or more players. You will need paper and a pencil.

Overview. FARKEL is a high-score dice game in which players roll dice for points. You roll six dice, remove only the dice you want to use for points, then re-roll the remaining dice. If you can eventually make all six dice count for score, pick them all up and keep going. If none of the dice you roll can count for score, you lose your turn and any points you made during that turn.

Object. To get scoring dice on every roll, and to be the first player to get more than 10,000 points.

To get started. Write all players' names at the top of a sheet of paper. Each player must roll at least 500 points during one turn to get into the game. The players' game-entry score and subsequent scores are added up below their names.



1. The first player rolls six dice and decides which dice he/she wants to use for score. If he/she doesn't roll any ONES, FIVES or other scoring combinations, their turn is over and they must pass the dice.
2. Only ONES and FIVES count by themselves. Other numbers count as three-of-a-kind or more but not in pairs.
3. You don't have to remove all the dice that count on your roll, only the ones you want to use for score. Continue rolling and removing dice.
4. Dice can only count for score once. After dice are removed, you cannot add them for a bigger score (for example, you can't add a six to three previously-rolled sixes to make four of a kind).
5. If you roll no scoring dice, your turn is over and you lose all the points you rolled on that turn. This is called a FARKEL.
6. You may stop rolling at any time, take your points and pass the dice if you're afraid of rolling a FARKEL.
7. Rolling the dice off the playing surface means re-rolling all eligible dice.
8. When one player reaches 10,000 points, all other players get one more turn to try to beat that person.

The highest score over 10,000 wins the game.

Partners. Partners simply add their scores together under one name and the same game rules apply. Each partner must roll 500 points to get into the game.

High Stakes. When a player quits rolling with several dice remaining, the next player can roll those remaining dice. If they score, they get the same points as the previous player plus the points they just rolled. If they roll no scoring deice, they lose that turn.

ional Rules. Some players find it a challenge to discover new ways of playing FARKEL. For instance, with more than four players you may want to make 5000 the winning score to speed up the game. When playing high stakes, a player trying to pick up the previous player's score may have to put up 1000 points for the opportunity to try. Also, if you roll four of a kind and a pair, you can count it as three pairs. For those lucky players rolling three ones, some score the combination as 1000 points. Whatever the rules, FARKEL is a fun game for everyone.