Ruby Farkle

Farkle is a dice game played between at least two players. Each player begins their turn by rolling six dice. After rolling, the player must choose to “hold” any scoring dice. A dice is considered to be scoring if it is a one, a five, or if there are three of a kind of any number.

Once the current round’s score is calculated any non-scoring dice can be rolled again to amass more points, or the player can end their turn and “bank” their points. A player must reach a threshold of 500 points before they are able to bank any points.

If at any point a player rolls the dice and no scoring dice result, the player is said to have “farkled” and any non-banked points from that round are lost and the player’s turn ends.

Scoring works as follows: (all scoring is on a single roll, not cumulative rolls)

6 of a kind = Instant win  
A straight (1,2,3,4,5,6) = 1000 banked points  
3 pairs (1,1,2,2,3,3) = 750 points   
3 ones = 1000 points  
3 of a kind = face value x 100 points  
each single 1 = 100 points  
each single 5 = 50 points

Once a player reaches 10,000 points each other player gets one final turn to collect as many points as possible, and the highest score wins.

Special House Rules

If a player manages to score with all six dice, the player is considered to have “hot dice” and has the option of rolling all six dice again, of course with the risk of a farkle and losing all the points.

If a player finishes a turn with dice remaining to be rolled, the next player may choose to roll the remaining dice and earn all points earned by the previous player’s round and any new points acquired during the roll.