Farkle

Oregon State University Winter 2018, CS 161 Assignment

**Instructions**

Farkle is a dice game played with at least 2 people and 6 standard dice. Gameplay consists of throwing the 6-sided dice and gaining points based on single rolls or specific combinations of dice rolls as shown below. When the first player reaches 10,000 points, all other players get one more turn to try to beat the first player’s score. After this set of turns, the player with the highest score wins.

In order to get on the scoreboard, you must have a running total of 500 before you stop rolling. Once a player is on the scoreboard, they can choose to stop rolling at any time during their turn. Once a player finishes their sequence of rolls, their score is added to the scoreboard, and play passes to the next player.

Each turn is started by rolling the six dice. After all 6 are rolled, you must remove at least one dice or a combination of the dice that are worth points, and keep a running total of your points for the turn. If you are able to set aside all 6 dice, you can roll the dice again to start the process over again, and build up additional points, or you can keep what you have. If you can’t set aside any dice, it is called a “Farkle.” When a Farkle is called, no points are added to the scoreboard, and play passes to the next player.

**Scoring (point values)**

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| Single 1 = 100 | Four of any number = 1,000 |
| Single 5 = 50 | Five of any number = 2,000 |
| Three 1’s = 300 | Six of any number = 3,000 |
| Three 2’s = 200 | 1-6 straight = 1,500 |
| Three 3’s = 300 | Three pairs = 1,500 |
| Three 4’s = 400 | Four of any number with a pair = 1,500 |
| Three 5’s = 500 | Two triplets = 2,500 |
| Three 6’s = 600 |  |