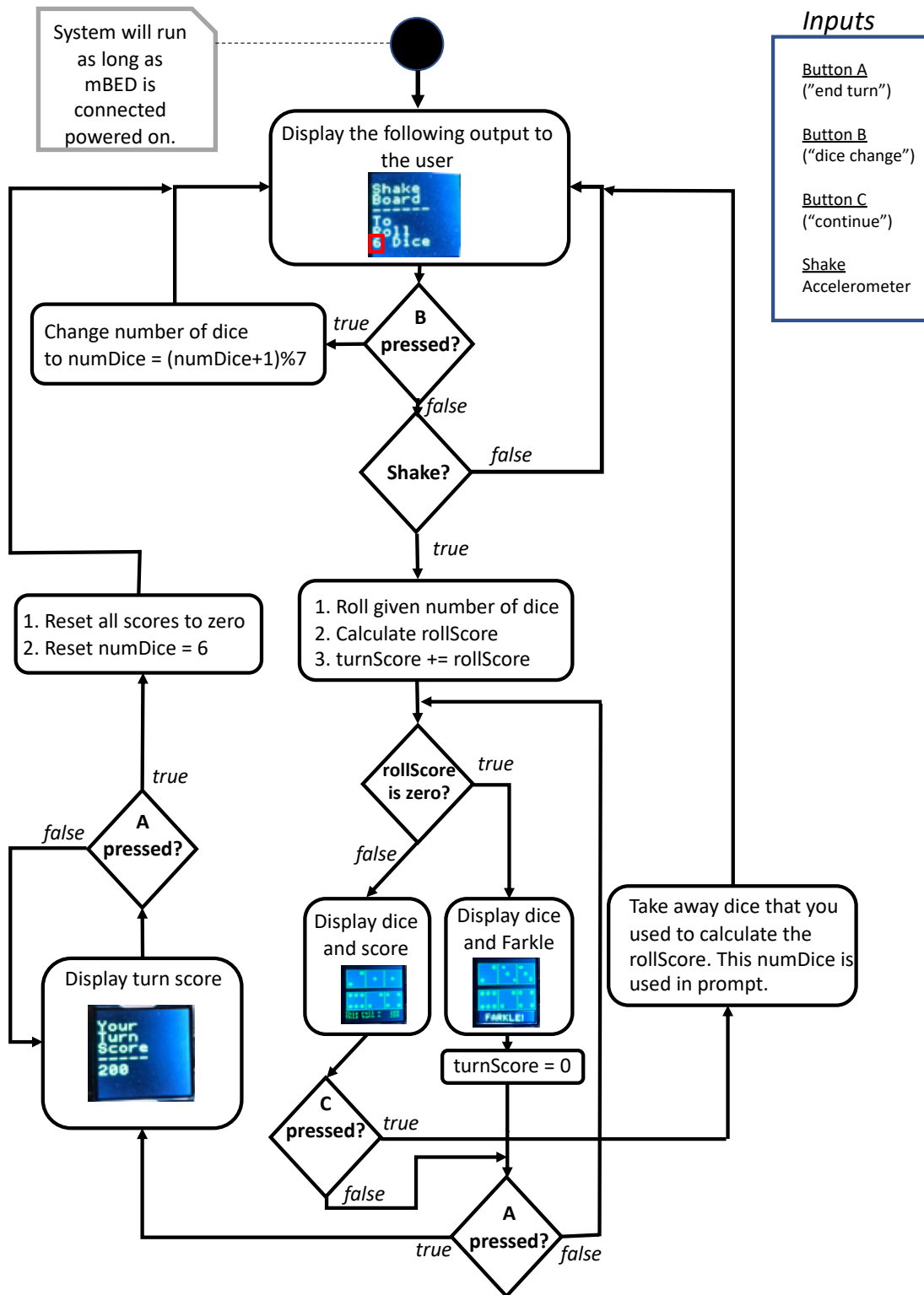


Appendix C – (max score is 100)



Appendix F : Farkle Rules and Scoring.

(Please note that I have simplified the operation in the flowcharts in Appendix A-C, however, I would like for you to be able to calculate the correct score.)



Object

The player with the highest score above 10,000 points on the final round of play wins!

How to Play

Each player takes turns rolling the dice. When it's your turn, you roll all six dice at the same time. Points are earned every time you roll a 1 or 5, three of a kind, three pairs, a six-dice straight (1,2,3,4,5,6), or two triplets.

If none of your dice earned points, that's a Farkle! Since you earned no points, you pass the dice to the next player.

If you rolled at least one scoring die, you can bank your points and pass the dice to the next player, or risk the points you just earned during this round by putting ~~some or~~ all of the winning die (dice) aside and rolling the remaining dice. The remaining dice may earn you additional points, but if you Farkle, you lose everything you earned during the round.

Scoring is based only on the dice in each roll. You cannot earn points by combining dice from different rolls. You can continue rolling the dice until you either Pass or Farkle. Then the next player rolls the six dice until they Pass or Farkle. Play continues until it is your turn again.

The final round starts as soon as any player reaches 10,000 or more points.

Scoring Dice (in a single roll):

	= 50 pts		= 1500 pts
	= 100 pts		
	= 1000 pts	3 Pairs = 1500 pts	
	= 200 pts	2 Triplets = 2500 pts	
	= 300 pts	4 of a Kind = 1000 pts	
	= 400 pts	5 of a Kind = 2000 pts	
	= 500 pts	6 of a Kind = 3000 pts	
	= 600 pts	3 Farkles in a Row = Lose 1000 pts	