

## Farkle Rules

Numbers spelled (one, two... six) are the values on the die faces, numbers themselves (1, 2... 6) are for quantities of dice, points, or can be used to refer to a player (e.g. Player 1)

The goal of the game is to NOT be the last player to reach 10,000 points. Points are scored by rolling up to 6 dice and different rolls are worth different point amounts as shown in the table below.

Roll	Points scored
one	100
five	50
3 twos	200
3 threes	300
3 fours	400
3 fives	500
3 sixes	600
3x ones	1000
3 pairs	500
Run(one, two, three, four, five, six)	1500
2x 3 of a kind	2000

If a player rolls and none of his dice qualify as scoring, then that player's turn ends and he receives no points. A player can continue to roll until they either farkle (and lose all points earned on that turn) or they decide to end their turn and bank the points they have scored on that turn. A player does not have to keep all dice that qualify as scoring, but they must keep at least 1. If a player rolls and does not farkle, that player can choose which dice to score (scoring at least 1) and then may re-roll the dice that either didn't score or the player choose not to score. Whether it was all in one roll or not, if a player scores on all 6 dice they get to reroll all 6 dice while still keeping all the points they have scored so far on that turn. Once a player decides to end their turn they add all the points they scored that turn to their bank total and pass the dice to the next player who now can choose to either roll 6 fresh dice, or roll the non-scoring dice that the previous player choose not to roll again. If they roll the previous player's non-scoring dice and score on at least one of them the current player gets to build off the previous player's points scored. This can continue until a player chooses to roll 6 fresh dice or a player farkles. Once points are added to a player's bank they can only be decreased in the event that a player farkles on 3 consecutive turns in which case that player's bank is reset to 0. Once a player's bank is higher than 10,000 at the end of a turn they must wait for all the other players to take their turns, if everyone else has finished their turns and there is still at least one person who still has less than 10,000 points, then they are finished with the game and cannot lose. If after all the other players have taken their turns and all of them have a bank score over at least 10,000, the player that is still in the game with the lowest score loses. Also if after all the other players except for one score over 10,000, then the player without 10,000 points loses.

#### **TURN EXAMPLE:**

Context: Start of a 3 player game

Turn 1 Player 1: Player 1 rolls 6 dice and gets 3 fours, 2 fives, 1 one. The player chooses to score the 3 fours and re-roll the other 3 giving them 400 points (3x fours). Player 1 rolls 3 dice and gets 2 ones, and 1 six. The player scores the 2 ones giving them 200 points (2 ones) and chooses to end their turn. Over their turn they scored  $400 + 200 = 600$  points so Player 1 now has a bank total of 600.

Turn 1 Player 2: Player 2 chooses to roll 6 fresh dice and gets 3 ones, and 3 threes giving them 2000 points (2x 3 of a kind) and gets to roll 6 dice again and gets 2 ones, 2 fives, a four, and a two. Player 2 scores the 2 ones and the 2 fives giving them 300 points (2 ones and 2 fives) and ends their turn. Their total turn score is  $2000 + 300 = 2300$  so Player 2 now has a bank total of 2300.

Turn 1 Player 3: Player 3 chooses to roll the 2 unscored dice from the last players turn and gets 1 one and 1 four and scores the 1 one giving them 100 points (1 one). Player 3 takes the 1 one and chooses not to roll the 1 die which ends their turn. They scored  $100 + 2300$  (carry over from the last player) = 2400 so Player 3 now has a bank total of 2400.

Turn 2 Player 1: Player 1 chooses to roll the 1 unscored die from the last players turn and gets a 4. Since Player 1's roll did not score they farkle, ending their turn with 0 points and they now have 1 consecutive farkle.

Turn 2 Player 2: Player 2 has no choice but to roll 6 dice and gets 3 fives, 2 ones, and 1 four. Player 2 chooses to score the 3 fives and the 2 ones and not roll the 1 remaining die giving them a total turn score of  $500 + 200 = 700$  points for the that turn and a bank total of 1300.