

FARKLE RULES

Object of the Game:

The object of the game is to have the highest score over 10,000 after the final round.

Scoring:

 = 50	4 OF A KIND = 1000
 = 100	5 OF A KIND = 2000
 = 300	6 OF A KIND = 3000
 = 200	1-6 STRAIGHT = 1500
 = 300	3 PAIRS = 1500
 = 400	2 TRIPLETS = 2500
 = 500	4 OF A KIND WITH A PAIR = 1500
 = 600	

Game Play:

Choose a player to begin, then play moves clockwise.

The player rolls all six dice and checks the scoring. Players score by rolling 1's, 5's, 3 of a kind, 4 of a kind, 5 of a kind, 6 of a kind, 1-6 straight, 3 pairs, 2 triplets, or 4 of a kind with a pair (see Scoring above). Scoring is based only on each roll; you can't combine the dice rolled with dice from previous rolls.

After each roll, the player must set aside at least one scoring die. The player is not required to set aside all scoring dice. The player keeps a running total of their score for the round.

After each roll, a player can choose to end their turn and bank their accumulated score for the round and pass the dice to the next player, or they can risk rolling the remaining dice to try to add more to their score for the round.

If the player can set aside all 6 dice during their round, the player has "hot dice" and has the option to roll all 6 dice again and continue adding to their score for the round. There is no limit to the number of times a player may have "hot dice" in a round.

If any roll during a round has no scoring dice, the player has rolled a Farkle and they record a 0 score for that round and their turn is over.

Opening score. Players are required to score a minimum of 500 points to get on the board. Once a player has banked their score to the score pad, their points are safe and can't be lost.

Winning:

Once any player records a total score of 10,000 or higher, the final round begins. All the other players then get one more turn. The player with the highest score after the final round is over wins!