

# Farkle

## Instructions for Play

Farkle (also called “the dice game”) is fun. It requires no cards, the counting is easy and it can be taught in just a few minutes. It also requires a bit of strategy.

### What You Need

- Six traditional dice (6-sided)
- Two or more players
- Pencil and paper to keep score
- At least two players (the more the merrier)

### Play

Farkle is played in rounds. At the beginning of each round, the player rolls all six dice. If no dice score, the round is over and the player has farkled. After each throw, the player must set aside at least one scoring die. Then the player has two choices: either stop rolling and take their points, or continue to roll and risk their accumulated points for that round. Until a player is “on the board” with 1,000 points, he must keep ALL scoring dice.

If the player has set aside all six dice for scoring, then they continue the round by throwing all six dice anew (and keeping the score they had thus far in the round).

Once the round is over, if the player stopped voluntarily, their score is added to their total and the new total is recorded: if the player farkled they do not get any score for the round (and their total score remains unchanged).

If the player’s total score is zero (i.e., it’s their first turn, or they have thus far only farkled), then they must have set aside at least 1000 points before they can stop rolling the dice for the round.

### Scoring

- The scoring dice are (in a single roll):
  - Single 1 spot: 100
  - Single 5 spot: 50
  - Three of a kind of 1 spots: 1000
  - Three of a kind of 2 spots: 200
  - Three of a kind of 3 spots: 300
  - Three of a kind of 4 spots: 400
  - Three of a kind of 5 spots: 500
  - Three of a kind of 6 spots: 600
- Following the roll of three of a kind in any one hand each additional same die counts the same as a three of a kind. For example. If you throw three 3’s

you score 300. Then on subsequent throws of the dice in that same hand you roll two more 3’s. They each score 300.

- Straight (1-2-3-4-5-6): 1000
- All scores above are for a single throw of the dice. For example, if the roller sets aside a single 1 spot and counts 100, and then on his next roll comes up with two 1 spots, he cannot count 1000 for three of a kind (he may set aside the additional as two single 1 spots for 200 points)
- The first player who reaches a total of EXACTLY 10,000 means that the following round (after the current round) will be the last round. This allows his opponents at least one more attempt to reach 10,000. You may choose to stop the game when a player reaches 10,000.
- Six of a kind in one roll of the dice automatically WINS!
- You are skunked if someone wins and you have less than 5,000 points. It’s a double skunk if you don’t have any score at all.

### Hints

It is better to leave yourself three or more dice for a throw than it is to take single scoring dice. For instance, if you have set aside 2 dice already, and then throw two single scoring dice (say, a 1 and a 5), then you should only take the single 1. Rolling three dice gives you the opportunity for a three of a kind.

If you are significantly behind, it is better to play aggressively than to play conservatively. Conversely, if you are significantly ahead, then it is better to play conservatively than aggressively. Some players are always aggressive or always conservative. but the adaptive player is the one most likely to win.

Throwing all six dice will almost always lead to at least one scoring die. Only the ultra conservative player will stop rolling with all six dice in their hand. An exception to this rule is the first round, since scoring the first round is much more difficult than subsequent rounds.