

Play FARKLE DICE

Strategic Thinking



Goal... earn a lot of points!

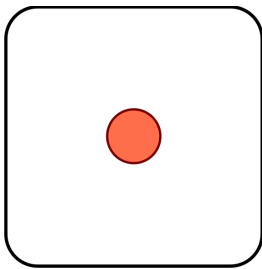
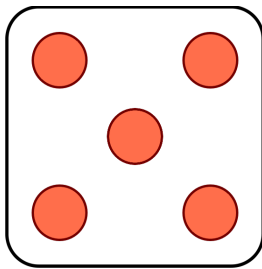
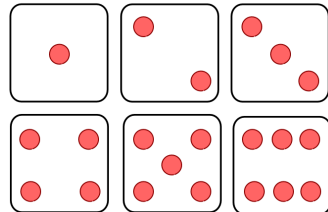
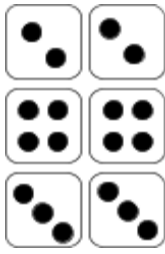
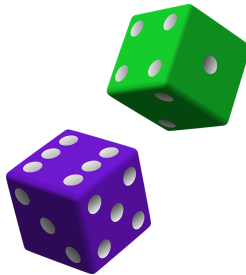
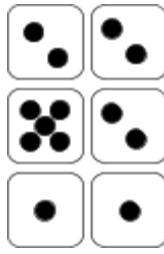
There are 10 rounds to this game.

Each round starts with 6 dice.

If on any roll you get zero points, you lose the round (FARKLE) and get zero points for the round.

You must score **at least** 300 points before moving onto the next round.

3 Farkles in a row = negative 400 point penalty

		3 1's = 1000 3 2's = 200 3 3's = 300 3 4's = 400 3 5's = 500 3 6's = 600	4 1's = 2000 4 2's = 400 4 3's = 600 4 4's = 800 4 5's = 1000 4 6's = 1200
100 points	50 points	3 of a kind = 100* number (except 1's is 1000 pts)	4 of a kind = double 3 of a kind score.
			
Straight = 1500 points	Three pairs = 750	FARKLE = lose all points for the whole round	All points in your roll! You get SIX NEW die to roll

Roll all 6 dice.

If you have no points, you Farkle. End of round.

If you have any of the above situations, take the points scoring dice and set them aside.


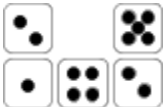
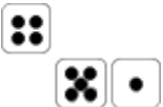

Roll remaining dice. (Note, if you have at least 300 points you can choose to stop).

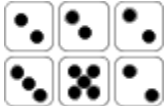

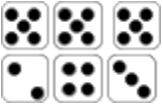
If the remaining dice have no points, you Farkle. End of round. No points for round.

YOU ARE TAKING A RISK ROLLING REMAINING DICE after taking points.

You can stop rolling at any time so long as your score is 300 points or more.

SCORING	R1: Points	Cumulative Score	R2: Points	Cumulative Score	R3: Points	Cumulative Score
Round 1						
Round 2						
Round 3						
Round 4						
Round 5						
Round 6						
Round 7						
Round 8						
Round 9						
Round 10						

		
100 points for the 1. Roll the other 5 dice.	50 points for the 5. 100 points for the 1. Total points = $100 + 50 + 100 = 250$. MUST ROLL remaining 3 dice.	50 points for the 5 and 100 points for the 1. The $250 + 50 + 100 = 400$ points.
		
FARKLE If you had stopped you would have had 400 points, now you have ZERO points for the round.		

		
Three 2's = 200 points. Extra 2 = 200 points. 5 = 50 points. 450 points. Can stop or roll the extra die.	100 points for the 1 AND You get to roll 6 new dice. $450 + 100 = 550$ points	Three 5's = 500 points. $550 + 500 = 1050$ for the round. You can keep rolling the other 3 but you risk a Farkle.