



1+ Players
Ages 8+

FARKLE

The daring, high stakes dice game

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The Object

Farkle can be played two ways, competition or solitaire. When playing competition against other players, the object is to get the highest score after 10 rounds. When playing solitaire, the object is to try and get above 10,000 points after 10 rounds.

Competition Rules

Play begins by determining the starting player. Each player rolls a die, the person with the highest roll goes first. When multiple players get the same highest roll, those players roll again.

Each player, on their turn, rolls all six dice pulling out scoring dice before rolling again (see rules on scoring below). Players need to make sure they keep the dice separated per roll as dice cannot be added to previous rolls to create higher scoring combinations. Each roll is scored independent of the previous

rolls. For example, if a player were to roll two 5's, two 3's, one 6 and one 1, the player would pull out the two 5's and one 1 for a score of 200 points and re-roll the remaining 3 dice. If the player then rolled two 1's and one 6, they would pull the two 1's and add 200 points to their score totaling 400 points. The player would then have the option of re-rolling the last die or keeping their 400 points and passing play to the next player. If the player chooses to continue to roll and rolls a Farkle (no scoring dice), then they would lose the 400 points, score zero for the round and play would pass to the next player. If a player successfully rolls all six of their dice as scoring dice (regardless of the amount of rolls), they then have the option of re-rolling all 6 dice and continuing to add to their score. However, the rule still applies that if you get a Farkle, you lose all the points you have accumulated for that round.

Players must have a score of at least 300 points before they can keep their score and pass play on to the next player. Play continues in this manner until each player has played 10 rounds.

Scoring

Scoring is simple and it is suggested that you keep track of your scoring dice in the following manner filling in the blanks with as many scoring dice as you have for each roll.

Roll 6	<input type="text"/>					
Roll 5	<input type="text"/>	<input type="text"/>				
Roll 4	<input type="text"/>	<input type="text"/>	<input type="text"/>			
Roll 3	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>		
Roll 2	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
Roll 1	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Point values for scoring are as follows:

	100 points
	50 points
	1000 points
	200 points
	300 points
	400 points
	500 points
	600 point
	1500 points
	Any 3 pair = 750 points
	400 points
	400 points ...

If a player rolls 3 Farkles in a row, they lose 500 points from their score. In a single roll, if a player rolls more than 3 of the same number, the first 3 dice are scored as 3 of a kind above. Each additional, is scored as another 3 of a kind. Example, a player rolls five 4's. The score would be 400 for the three of a kind and 400 each for the additional two 4's totaling 1200 points.

Winning:

The winner is the player with the highest score after 10 rounds. If two players have the same score, a final round is played between those players only. The winner being the player with the highest score after the final round.