

Farkle Rules (see www.4iam.org/fun for more): **OPTIONAL—decide before**

Played with 6 dice, with highest single die roll going first.

Scores of each roll accumulate on each turn:

1 (100 pts), 5 (50 pts), triplet (100 X spots, except 3 1's = 1000),

each matching die more than 3 (on same roll) doubles pts

(e.g. – 5 4's = 400 X 2 X 2 = 1600 pts, 6 5's = 4000 pts)

Special 6-dice combinations: run, 123456 (1000 pts) & 3 pair (300 pts)

Commercial Patch game rules modifications: 4 (1000), 5(2000), or 6 (3000)

of any number, run/3 pair/4&2 (1500), 2 triplets (2500), 3 1's = 300

Scoring di(c)e must be removed on each roll or Farkle results (0 pts).

Rolling 6–2% Farkle chance, 5–8%, 4–16%, 3–28%, 2–37%, 1–67%

If all 6 dice score, points accumulate on another roll of 6 dice, etc.

First score must be at least 500 pts **within 3 rolls** (no limits after first).

When a turn ends, accumulated points add to score (Farkle adds 0).

Each other player gets one turn after a player accumulates 10000 pts.

Tying high scores have play-off turn, with first player to 10000 starting.

“Building” (best for 2 players): after all players are scoring, a player may

choose to start where the previous player ended, attempting to build on

previous turn (e.g. – player rolls 111145, stopping with 2050 pts; successor

could roll only the 4, trying to build on 2050, with 1 or 5 avoiding Farkle)

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