

Farkle Rules

Also called Zonk, Zilch, 5000, 10000, Wimpout!, and Hot Dice.

Background

The rules below reflect how I learned it from the Christian Brothers. However, rules vary from family to family. There are professionally made games, web apps and iPhone apps which will have slight variations from what is described here. I'll describe a few of these variations at the end, but let's get started with this basic version.

How to Play

To win at Farkle you must be the player with the highest score above 5,000 points on the final round of play.

Each player takes turns rolling the dice. On your turn, you roll all six dice. A 1 or a 5, three of a kind, three pairs, or a six-dice straight earn points. You must select at least one scoring die. You can then pass and bank your points, or risk the points earned this turn and roll the remaining dice.

Scoring is based on selected dice in each roll. You cannot earn points by combining dice from different rolls.

If none of your dice rolled earn points, you get a Farkle. Three Farkles in a row and you lose 1,000 points.

You continue rolling until you either Pass or Farkle. Then the next player rolls the six dice. Play continues until it is your turn again.

Example: Your first roll shows 1, 2, 3, 3, 5, and 6. You keep the 1 and the 5 for 150 points. You then opt to roll the remaining four dice. On that roll you get 3, 4, 4, and 5. You select the 5 and decide to Pass and bank your points.

The final round starts as soon as any player reaches 5,000 or more points.

To customize game play, choose Game Setup from the Options menu.

Scoring

Dice	Points
<i>Single Die</i>	-
1 Spot	100
5 Spot	50
<i>Combinations</i>	-
Three 2 Spot	200
Three 3 Spot	300
Three 4 Spot	400
Three 5 Spot	500
Three 6 Spot	600
Three 1 Spot	1,000
Three Pairs	1,500
Six-Dice Straight	1,500
Three Farkles	Lose 1,000

Scoring is based on selected dice each roll. You cannot earn points by combining dice from different rolls. For example, if you roll a 5 (50 points), and then roll two 5s (100 points), you can't combine them to form three of a kind (500 points).

The 1 and 5 spot dice are special, as they are the only dice that can be scored outside of a combination (such as three of a kind).

How to Start a Game

Each player takes a single die, and casts it. The Highest begins (If there is a tie, those players roll again until one has a higher number). The game will begin with the high roller, and go clockwise. To start accumulating points, you must have at least 350 points. You may only score less than 350 points after you have gotten "on the board" with the first 350.

Once someone has 5000, play continues until everyone has had the same number of chances (So remember who won the initial roll!)

