

Farkle (*local variant*)

Game Play: 30 Minutes
Contents: 6 Dice, Shaker Cup, and a Score Pad
Object: Be the player with the highest score over 1,000.

- Single 1's and 5's are worth ten and five points respectively.
- Other combinations of numbers are worth points if you get them in a single roll. Some scoring dice must be removed after every roll.

Scoring:

Single 1 = **10** Single 5 = **5** Three 2's = **20** Three 3's = **30**
Three 4's = **40** Three 5's = **50** Three 6's = **60** Three 1's = **100**
Three pairs = **100** Straight (1,2,3,4,5,6) = **100**

Note: Dice from multiple rolls cannot be added together.

For example, if you set aside a 5 (5 points) on your first roll and two 5's (10 points) on your second roll, you have 15 points. You cannot add them together to make three 5's (50 points).

Three of any number = that number times ten,
example three twos = 20.

Four of any number = the point value for three (x2),
example four twos = 40.

Five of any number = the point value for three (x2) (x2),
example five twos = 80.

Six of any number = the point value for three (x2) (x2) (x2),
example six twos = 160.

Set-Up:

- Pick one player to be the scorekeeper.
- All players roll one Die. Whoever has the highest roll goes first, with play passing to the left.
- When it's your turn, place the 6 Dice in the Shaker Cup and roll 'em. Any Dice that roll off the playing area are rolled again.
- After each roll, set aside Dice that are worth points and roll the rest of them. You must remove at least one Die after each roll and keep a running total of your points for that turn.

- If you're lucky enough to set aside all 6 Dice, you can **roll them all again** to build your running total.
- If you cannot set aside any Dice after a roll, that's a Farkle. You lose your running total of points for that turn and play passes to the left. A Farkle could happen on your first roll or when you roll the remaining Dice.
- To get on the Score Pad for the first time, you must have a running total of 100 points before you stop rolling.
- After your first score of 100 points or more is recorded, you may stop rolling at any time and have the scorekeeper add your running total for that turn to your accumulated score. Once your points are entered on the Score Pad, they are safe, and you cannot lose them.

If the next player has already started scoring, and you leave any unrolled dice, the next player may choose to continue your roll instead of starting his or her turn from scratch.

Winning:

When a player's accumulated score is 1,000 or more, each player has one last turn to beat that total. The player with the highest score wins.

Sample Turn:

- First roll (6 Dice):
You set aside a 5 (**5** points).
- Second roll (5 remaining Dice):
You set aside a 1 (**10** points) and Triple 4's (**40** points), bringing your running total to 55.

You can now stop rolling to avoid a Farkle and mark 55 on the Score Pad, or roll the single die if you're feeling lucky and think you'll get a 1 or 5.

- Third roll (1 remaining Die):
This 1 (**10**), brings your running total to 65.
Now, you can roll all 6 Dice again!

Your chances of getting a Farkle with 6 Dice are slim, but it could happen!

- Fourth roll (all 6 Dice):
You set aside Triple 3's (**30**) and decide to stop, leaving three unrolled dice, so you **don't risk your 95 points** by getting a Farkle. Your running total of 95 is added to the Score Pad.

Remember if you leave any unrolled dice, the next player may choose to continue your roll instead of starting his or her turn from scratch.