

# FARKLE

The game of Farkle originates in the Renaissance. It is said to have been named for Sir Albert Farkle. In France the game is known as Dix Mille (10,000). There are several variations of the game - some played with six dice and some played with five. The most common game is played with 6 dice rolled at one time from a dice box, dice cup, or soldier's tin cup. Any number of players may play.

## *Equipment:*

6 Dice

A Dice Box, Dice Cup, or Tin Cup

Paper and Pencil for scoring

## *Play:*

To start the game the first player casts all six dice. The player then has the choice to remove all or some of the dice that score points. The removed dice are set aside and not thrown again by the player for that turn. Points must be made on each throw or the turn ends (FARKLE). To start the game each player must throw 1000 points or the player may not begin to accumulate a score. *Some variations of the game set this number to 350 points - which is much easier to attain and gets each player into the game much more quickly.* If on each player's first turn the player does not score 1000 or 350 points then the dice are passed to the next player and no points are counted to score. When the player rolls again on the next turn, the player again must throw a total of 1000 or 350 points. Once the decided point count is reached all points are counted to score.

<i>Spots</i>	<i>Points</i>
1 on one die	100
5 on one die	50
1 1 1	1000
2 2 2	200
3 3 3	300
4 4 4	400
5 5 5	500
6 6 6	600

Four of the same number, double the points for three of the same. For example 2 2 2 2 = 400

Five of the same number, double the points for four of the same. For example 2 2 2 2 2 = 800

Six of the same number, double the points for five of the same. For example 2 2 2 2 2 2 = 1600

Three pairs in one throw is 500 points.

One of each number in a throw is 1500 points.

If a player has no points in a throw the turn is over and all points from that turn are lost.. This is a FARKLE and the player passes the dice to the next player. The strategy in this game is for the player to decide if after throwing scoring dice will the player continue to roll. If on a roll no points are made all points made on that turn are lost.

If all six dice are thrown and have points, the six dice must be thrown again. As long as there are points on the next throw the points may be added to the score. The player may then decide to continue to throw or pass the dice.

A player may choose to remove all or some of the point dice from a throw for scoring - but at least one of the point dice must be removed.

The players continue to take turns until one player has a total of 10,000 points or more. All other players have one more turn to see if anyone may pass that score. The player with the highest score or 10,000 or greater wins.

Wagering is made on the outcome of the game.

There are many variations to this game. One is that each turn must achieve 350 points or no points may be scored for that turn. Another variation is when all six dice have points and have been removed on successive throws, the player must throw the dice again. There seem to be so many ways to vary this game that it is wise to discuss the rules of play prior to the game when playing with experienced players.