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Farkle Rules

How many people can play Farkle?

Yahtzee can be played by any number of players from one (solitaire) up to infinity, but is probably most fun when you have between 3 and 6 players.

What do you need to play Farkle?

You will need a pen and paper, six regular six-sided dice, a pen or pencil and some paper. Each player should draw or print their own scoresheet - you can print ours or you can draw your own.

Start!

Roll a die to see who will start: highest starts first. If there is a tie then any tied players should roll again to separate themselves. Players take turns to roll dice, re-roll some or all of the dice twice and then score their dice. The player going first should pick up all five dice and get ready to play their first turn...

How To Play A Turn of Farkle

When it is your turn you must roll all six dice to start. Once the dice have been rolled you will see if you have any scoring dice or not. If there are no scoring dice at all then you FARKLE and your turn is over. Any 'temporary points' scored during this turn will NOT be saved to your total score.

If you do have scoring dice then you have a choice:

1. add up your scoring dice and bank them and stop your turn. All scores from this turn will be added to your total and your turn is over. These points cannot be lost on future turns, they are safe.
2. separate one or more dice that form a scoring combination and continue. All the dice that you decide to score should be put to one side, and make a note of the points and add them to your 'temporary points' for this turn. Then continue your turn by rolling any dice remaining and then follow the same process: check if you have scoring dice – if not, lose your score for this turn – and then either bank and save your points to the total or continue and risk losing everything gained this turn.

Once you either bank your points or farkle and lose them all, end your turn and pass the dice to the

next player.

Scoring Combinations

Only dice actually rolled during this dice roll are counted for scoring. Do not consider those dice already set aside on previous rolls.

Dice rolled	Points
Each 1	100
Each 5	50
Three 1s	1000
Three 2s	200
Three 3s	300
Three 4s	400
Three 5s	500
Three 6s	600
3 pairs of numbers, for example 112266	1500
One of each number: 123456	3000

It seems complicated at first but you will get used to it.

If you roll any number of 1s, 5s, three of the same number or three pairs of the same number or a straight from 1-6 then you will score points.

You can refer to this little chart for reference:

1000	200	300	400	500	600	100	50	1500	3000
								3 pairs	

You are not required to score every scoring die rolled during a turn, but you must score at least one die to be able to bank or to continue. If you do not score a die then you FARKLE, lose all points from that turn and end your turn.

The Winner

Once a player ends a turn, having banked their score, with 10,000 points or more then the game will end at the end of this round of turns. It should be that every player ends the game having had the same number of turns. Once the round of turns is over, the player with the highest score is the winner! (The winning score will always be at least 10,000 points or more).

Optional Additional Rules

Farkle is interesting because so many people like to play with slight alterations of the rules. You may choose none or any combination of the following rules to add to your game.

500 Start:	Each player must reach at least 500 points before they are allowed to bank their first score of the game. Any subsequent turns can be banked with any score. Or you can choose any other target score.
Three Strikes and Out!:	Any player who farkles three times in a row will be disqualified from the game.
Three Strikes and OUCH!:	Any player who farkles three times a row will have a negative score of 1000 immediately counted against their score.
Four of a Kind:	Score double the triples scores if you roll four of a kind (1111 = 2000, 2222=400, 3333=600 and so on).
Five of a Kind:	Score triple the triples scores if you roll four of a kind (1111 = 3000, 2222=600, 3333=900 and so on).
Six of a Kind:	Score quadruple the triples scores if you roll four of a kind (1111 = 4000, 2222=800, 3333=1200 and so on).
Nobody Loses:	If the first roll of a turn has no dice that can be scored, instead of having a farkle as usual you would score 300 and then choose to bank or continue.
Lower Values:	Lower the score for three pairs to 750 points instead of 1500 and a straight would be 1500 instead of 3000.
No Straight:	A straight doesn't count as a score at all.
Pocket Farkle:	Three ones count as 300 instead of 1000.
Overpowered Ones:	Six ones score 5000 points.
Too Hot To Handle:	Anytime you dice go hot, i.e. all six dice have been set-aside, you MUST re-roll them all at least once.
Alternative Winning Post:	Choose a different score as the target to win, such as 5,000, 20,000, 50,000, 100,000.
Charity:	In order to win a player must reach exactly 10,000 points. If a player goes above 10,000 then they should score 0 for that turn and the points they should have scored will be given to the player with the lowest score.
Team Farkle:	Players play in teams. Players on the same team add their scores together, and the target winning score should be increased, say to 20,000.
Troublesome Twos:	Any time a player rolls four 2s they automatically farkle. They score zero points for this turn and their turn ends instantly.