

CAMP LA JUNTA

Daily DO

#11

HOW TO PLAY FARKLE

EQUIPMENT NEEDED

6 dice, pad and pencil

OBJECT

To get scoring dice on every roll, and to be the 1st player to get more than 10,000 points.

Write all the players' names at the top of a sheet of paper. Each player must roll at least 250 points during one turn to get into the game. The players' game entry score and subsequent scores are added up below their name.

The 1st player rolls 6 dice and decides which dice they want to use for score. If they don't roll any 1s or 5s or other scoring combinations, their turn is over and they must pass the dice.

ONES = 100 points each

3 ONES =300

3 TWOS =200

3 THREES =300

3 FOURS =400

SCORING COMBINATIONS

3 FIVES =500

3 SIXES =600

4 of any kind =1000

5 of any kind =2000

FIVES = 50 points each

6 of any kind =3000

STRAIGHT 1-6 =1500

THREE PAIRS =1500

TWO TRIPLETS =2500

Only 1s and 5s count by themselves. Other numbers count as 3 of a kind or more but not in pairs.

Dice can only count for a score once. After dice are removed, you cannot add them for a bigger score (for example, you can't add a six to three previously rolled 6s to make 4 of a kind)

Some dice must be removed after each roll. You don't have to remove all the dice that count, only the ones you want to use for score. Continue rolling and removing dice.

If you roll no scoring dice, your turn is over, and you lose all the points you rolled on that turn. This is called a **FARKLE**.

You may stop rolling the dice at any time, take your points and pass the dice if you're afraid of rolling a **FARKLE**.

Rolling the dice off the playing surface means re-rolling all eligible dice.

When one player reaches 10,000 points, all other players get one more turn to try to beat them. If another player scores more than 10,000 on their last roll, the player with the most total points wins.

HIGHEST SCORE OVER 10,000 WINS THE GAME.

HIGH STAKES VARIATION

After all players have entered the game: When a player quits rolling with any dice remaining, the next player can roll those remaining dice. If they score, they get the same points as the previous player plus the points they just rolled. If they roll no scoring dice, they lose their turn and earn no points.