

# FARKEL OR FARKLE

## 5 Dice Game of Chance

**No. of Players:** Any number      **No. of Dice:** For the early version of the game, five 6-sided dice

Farkle is a dice game that was played in parlors and inns throughout the colonies. It is believed to have been invented by French sailors and marines in the late 17th century as a way to pass the time on watches. The original of the name "Farkle" is unknown. Some authorities believe it is named for the ship on which it was first played. Others feel the word is the corruption of an incredibly foul French term uttered when one loses a toss. The later is most likely. The modern version of this game is available on-line and can be played with 5 or 6 dice. Playing with a box to keep the dice contained is helpful but not necessary, some people use a shoe box top or wood trays.

**How to Play:** Each player shall roll 2 dice to determine who shall begin the game. The player with the highest combination of the two (2) dice, rolls first in the game. All five dice may be rolled at one time or in groups called a run. Each player takes a turn rolling, then the play passes to the player on the left. *The game is usually played to 10,000 points.*

A minimum of 750 points are needed to get in the game and the player starts keeping score (or an agreed amount between players).

*For example:* A player rolls the 5 dice, only two count toward score (2 ones=200 points), the player then rolls the 3 dice to obtain more toward the score to get into the game. The 2nd roll of the 3 dice has a five (+50 points). The player should roll the 2 unscoring dice again to obtain score towards 750 to get into the game. If the last 2 dice obtain a score, the player can roll all 5 dice again to continue accumulating to get into the game and even during their other turns, but once a player rolls and a die or dice make no score. The player loses those points (*this is called "farkle"*).

A "farkle" is any roll in which no dice score.

When a player "farkles," their turn is ended and any points accumulated during that turn are voided (not added to their score).

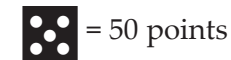
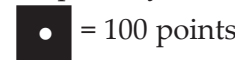
Once a player is accumulating points, they may choose to stop rolling at any time –OR– the player may continue to roll until he "farkles," with the following exception:

- Any time all five (5) dice count for score, regardless of how many rolls have been made by the same player, the player must continue to roll until a score has been made and the player has at least one scoring die left –OR– that player "farkles."
- Any time that all five (5) dice in a single roll count for a score, a bonus of 100 points is added to the score.

Once a player reaches 10,000 points, all other players have 1 more turn. When all players finish, the player with the highest score wins.

### Scoring Farkle At-a-Glance

The primary scoring dice are the 1 and the 5



All other numbers are worthless except in the following instances (or combinations):

3  = 1,000	4  = 2,000	5  = 4,000+100*
3  = 200	4  = 400	5  = 800+100*
3  = 300	4  = 600	5  = 1,200+100*
3  = 400	4  = 800	5  = 1,600+100*
3  = 500	4  = 1,000	5  = 2,000+100*
3  = 600	4  = 1,200	5  = 2,400+100*

\*Anytime all five dice count for score, the player must continue to roll until a score has been made and the player has at least one scoring die left or he "farkles."

When only the last two (2) dice are rolled, and the roll has doubles, the following is added to the player's score

2  = 250	2  = 50
2  = 50	2  = 150
2  = 50	2  = 50