

Farkle



Background

Farkle is a very old dice game commonly played in taverns, parlors and by sailors aboard ship in the 17th and 18th centuries. The origins are uncertain. It may have been invented by Sir Albert Farkle in Iceland in the 14th century or it may have developed among French sailors who used the term “farkle” as an expression of anger when they lost. It was mentioned in an English festival directory in the mid-16th century. By the 17th century, it had become very popular among French sailors, playing it while on watch.

It can be played by any number of players and uses five dice.

All players put a pre-determined amount of money in the pot. The winner gets the entire pot.

Scoring

The game is usually played until someone earns 10,000 points but any amount may be set

750 points are usually required to get into the game

The only single or double dice that score points when three or more dice are rolled are:

1 = 100 points

5 = 50 points

Any time all five dice score points, a bonus of 100 points is awarded

All other single dice have no point value

Combinations

Ones	3 = 1,000 points	4 = 2,000 points	5 = 4,000 points (+100 bonus)
Twos	3 = 200 points	4 = 400 points	5 = 800 points (+100 bonus)
Threes	3 = 300 points	4 = 600 points	5 = 1,200 points (+100 bonus)
Fours	3 = 400 points	4 = 800 points	5 = 1,600 points (+100 bonus)
Fives	3 = 500 points	4 = 1,000 points	5 = 2,000 points (+100 bonus)
Sixes	3 = 600 points	4 = 1,200 points	5 = 2,400 points (+100 bonus)

Scoring

When only rolling the last two dice, the roller scores points for doubles.

Two ones = 250

Two twos = 50

Two threes = 50

Two fours = 50

Two fives = 150

Two sixes = 50

Farkle

Any roll in which none of the dice score any points is called a “farkle.” When this happens, the player loses all points accumulated so far on that turn and play passes to the next player.

Rolling

Each player rolls two dice to select the order of play. The highest count goes first, etc.

- ❖ **The player rolls all 5 dice**
- ❖ **Any dice that scores points are set aside and the player continues by rolling the remaining dice**
- ❖ **If all 5 dice eventually score points, the player keeps those points and continues by rolling all 5 dice again**
- ❖ **The player continues in this way as long as he/she wishes**
- ❖ **If the player rolls and no dice score any points, that is a farkle and the player loses all points and his/her turn**
- ❖ **If a player has accumulated a good score on a turn, it is a good idea to pass the dice, rather than risk a farkle**

Sample Scoring 1

All 5 dice are rolled – with the following results:

- ❖ **1 ones – 100 points**
- ❖ **1 two – no points**
- ❖ **2 threes – no points**
- ❖ **1 six – no points**

The player has 100 points, sets aside the one scoring die and rolls 4 dice:

- ❖ **1 two – no points**
- ❖ **1 four – no points**
- ❖ **1 five – 50 points**
- ❖ **1 six - no points**

The player now has 250 points and sets aside the 5, and rolls 3 dice (scoring for 2 dice apply):

- ❖ **2 fours – 50 points**

The player now has 300 points and continues rolling all 5 dice with the following results:

- ❖ **1 one – 100 points**
- ❖ **1 three – no points**
- ❖ **3 sixes – 600 points**

The player now has 1,000 points and sets aside the 4 scoring dice and has a choice

If the player continues and rolls 1 dice and gets a 1 or a 5, he/she scores and continues with 5 dice, but if the player doesn't roll a 1 or a 5, the player farkles and loses all points and the turn

Sample Scoring 2

All 5 dice are rolled – with the following results:

- ❖ **1 one – 100 points**
- ❖ **1 two – no points**
- ❖ **2 threes – no points**
- ❖ **1 four – no points**

The player has 100 points, sets aside the one and rolls 4 dice:

- ❖ **3 fours – 400 points**
- ❖ **1 six – no points**

The player now has 500 points and sets aside the 3 fours, and rolls 1 die The player **MUST continue because he/she doesn't have the 750 points needed to enter the game**

If the player rolls:

- ❖ **1 two – no points – Farkle – the player is out of the game**

If the player rolls:

- ❖ **1 five – 50 points – the player has 550 points and rolls all 5 dice**