



Farkle Rules of Play:

Setup:

Six matching standard dice are used.

Number of Players:

Limited only by space around the playing surface.

Beginning of Play:

Each player throws one die. The highest score determines the player who takes the first turn. There is a roll-off among any players tied for the most points.

Sequence of Play:

Once the order of players is determined by the round of one-die throws, that order is followed for the entire game.

Toss:

Each turn starts with the toss of six dice.

Any die/dice that fall off playing surface must be rolled again.

Play:

1. Toss dice.
2. Determine the scoring dice and add the points.
3. Decide if you want to toss the remaining die/dice.
4. If the decision is to attempt to score with the remaining dice, set aside scoring die/dice from the turn and repeat 1 – 3 with the remaining die/dice.
5. If the decision is not to toss the remaining (unscoring) dice – the turn is over; play passes to next player.
6. If no points are scored on a turn, all points for the turn are lost: this is a “Farkle”

7. The next player may choose to toss the non-scoring dice remaining from the previous player's turn to improve upon the score (add points scored from toss of remaining die/dice to the points scored by the previous player). Or, they may choose to throw all 6 dice.

Farkle Scoring:

Note:

- Each toss is scored separately. Scores from one or more tosses are added to determine the score for the turn.
- Pairs have no value unless as part of Three Pairs.
- Only dice from the most recent toss may be considered for scoring points on that toss, that is, dice from multiple tosses cannot be combined to determine the points scored by the most recent toss.

1 = 100

5 = 50

1,1,1 = 100

2,2,2 = 200

3,3,3 = 300

4,4,4 = 400

5,5,5 = 500

6,6,6 = 600

4 of any kind = 1000

5 of any kind = 2000

6 of any kind = 3000

Straight 1 - 6 = 1500

Three Pairs = 1500

Two Triplets = 2500

Four of a kind + a different pair = Three Pairs = 1500

Onward Variation: 1 point scored for a 6-die Farkle. [Hard to believe but this sometimes determines a winner!]

What are the odds?

- Wondering if you should throw the dice?
- Or wondering how many dice you should throw?
- Here are the probabilities:

Farkle Probability Table

Odds with six dice

Throw	1 in...	%
Six of a kind	7776	0.01
Five of a kind	259.2	0.39
Two triples	155.52	0.64
Straight	64.8	1.54
Four of a kind	25.92	3.86
Three pairs	20.74	4.82
Three of a kind	3.41	29.32
Other ones or fives	1.76	56.89
Farkles	39.67	2.52
Non-Farkles	1.03	97.48

Odds with five dice

Throw	1 in...	%
Five of a kind	1296	0.08
Four of a kind	51.84	1.93
Three of a kind	5.18	19.29
Other ones or fives	1.41	70.99
Farkles	12.96	7.72
Non-Farkles	1.08	92.28

Odds with four dice

Throw	1 in...	%
Four of a kind	216	0.46
Three of a kind	10.8	9.26
Other ones or fives	1.34	74.54
Farkles	6.35	15.74
Non-Farkles	1.19	84.26

Odds with three dice

Throw	1 in...	%
Three of a kind	36	2.78
Other ones or fives	1.44	69.44
Farkles	3.6	27.78
Non-Farkles	1.38	72.22

Odds with two dice

Throw	1 in...	%
Other ones or fives	1.8	55.56
Farkles	2.25	44.44

Odds with one die

Throw	1 in...	%
Other ones or fives	3	33.33
Farkles	1.5	66.67

Probabilities of Various Scores in Farkle by Number of Dice Thrown

Throw	6	5	4	3	2	1
	%	%	%	%	%	%
Six of a kind	0.01	x	x	x	x	x
Five of a kind	0.4	0.1	x	x	x	x
Two triples	0.6	x	x	x	x	x
Straight	1.5	x	x	x	x	x
Four of a kind	3.9	1.9	0.5	x	x	x
Three pairs	4.8	x	x	x	x	x
Three of a kind	29.3	19.3	9.3	2.8	x	x
Other ones or fives	56.9	71.0	74.5	69.4	55.6	33.3
Farkles	2.5	7.7	15.7	27.8	44.4	66.7
Non-Farkles	97.5	92.3	84.3	72.2	55.6	33.3