10,000 / Farkle

MICHAUD TOYS
Est. 1984
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Object Of The Game: The player with the highest score above 10,000 points on the final round wins.

To Play the Game: To Decide who goes first, each player rolls one die, who ever rolls the highest goes first. The First player begins by rolling all 6 dice. The player can decide to keep as many scoring dice as they choose, but must keep at least one scoring die (1's, 5's, triples, 3 pairs, straight, etc...). Their turn continues, rolling the remaining dice, as long as they have thrown a scoring die and set it aside in the dice pocket. Continue rolling and placing dice in the dice pocket until a player decides to stop and score their accumulated points or until they have a scoreless throw and score nothing for that turn. Should all six dice be set aside as scoring then the player may roll them all again and continue their tally.

Scoring combinations only count when made with a single throw. For example, a player who rolls and puts aside a ⚀ on their first roll and then rolls two more ⚀ ⚀ with the next roll may only score 300 points not 1000 points.

The first player to score a total of 10, 000 or above, wins the game.
Provided any subsequent players, with a turn left, don't exceed their score.



Example of players turn:
A player rolls the six dice and they come up with ⚀ ⚁ ⚂ ⚃ ⚄ ⚅
They could set a side the two ⚀ ⚁ and ⚄ scoring 250 points.
or instead could set aside the ⚀ ⚁ scoring 200 points, then roll the remain 4 dice
They now come up with ⚂ then ⚃ ⚃ ⚃ and then decides to set aside all four dice, that player's score increases by 700 points (1=100 + 6,6,6 = 600)
giving a total of 900 so far.

cont...

All six dice are scoring so the player decides to continue his turn by rolling them all again.
This time their unlucky and roll ⚀ ⚁ ⚂ ⚃ ⚄ ⚅
This roll now is scoreless and don't amount to any points, your total for that round returns to zero and it's the next player's turn (remember it's a risk to keep going). You need to decide when to end your turn to save your score and mark it down.
For example: If you set aside ⚀ ⚀ ⚀ on your first roll, and then rolled a ⚂ ⚃ ⚃ your most recent roll is worth zero points, so the points you earned on your first roll no longer count.

50= ⚄	1000= 4 OF ANY KIND	ie: ⚄ ⚄ ⚄ ⚄
100= ⚀	2000= 5 OF ANY KIND	ie: ⚃ ⚃ ⚃ ⚃ ⚃
1000= ⚀ ⚀ ⚀	3000= 6 OF ANY KIND	ie: ⚀ ⚀ ⚀ ⚀ ⚀ ⚀
200= ⚁ ⚁ ⚁	1500= STRAIGHT	ie: ⚀ ⚁ ⚂ ⚃ ⚄ ⚅
300= ⚂ ⚂ ⚂	2500= 2 SETS OF TRIPLES	ie: ⚀ ⚀ ⚀ ⚂ ⚂ ⚂
400= ⚃ ⚃ ⚃	1500= 3 SETS OF PAIRS	ie: ⚃ ⚃ ⚃ ⚃ ⚃ ⚃
500= ⚄ ⚄ ⚄	(including four-of-a-kind & a pair)	or ⚃ ⚃ ⚃ ⚃ ⚃ ⚃
600= ⚅ ⚅ ⚅		

WARNING:
CHOKING HAZARD - Small Parts.
Not for Children under 3 years old.

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