

Yarkle (Yard Farkle)

Players take turns rolling the dice. When it's your turn, start by rolling all six dice at the same time. (Lawn dice can be rolled one at a time.) Set aside at least one scoring die as follows:

Scoring: Single 1s and 5s score points. Other numbers score if you get three or more in the same roll, or in the combinations noted below.

1 : 100	
5 : 50	3 pairs: 1,500
Three of a kind:	2 triplets: 2,500
Three 1s = 300	4 of a kind (any number): 1,000
Three 2s = 200	5 of a kind (any number): 2,000
Three 3s = 300	6 of a kind (any number): 3,000
Three 4s = 400	4 of a kind (any) + pair (any): 1,500
Three 5s = 500	Straight (1-2-3-4-5-6): 1,500
Three 6s = 600	No dice scores: Farkle (0)

Once you set aside one or more scoring dice, you may choose to score the points or reroll the remaining dice. **You must score 500+ to get on the board**, so you will probably need to roll again on your first turn. You can keep rolling and setting aside scoring dice until you either choose to record the total score and pass OR you get a Farkle.

Farkle: If at any point **none of your dice scores** points, you get a Farkle (score 0), you lose all unscored dice, and play passes to the next person. If you score **3 Farkles in a row**, you lose 1,000.

Even in the same turn, **each roll scores separately**. You cannot earn points by combining dice from different rolls. For example, if you set aside one 5 (50 points) on your first roll and two 5s (100 points) on your second roll, you have 150 points. You **cannot combine them** to make three of a kind.

Winning: When any player reaches 10,000+ points, each player has one last turn to beat that total. The player with the highest score wins.

Sample turn:

- First roll (6 dice): 2, 3, 4, 5, 6, 6
Set aside 5 (50 points).

- Second roll (5 remaining dice): 1, 4, 4, 4, 6

Set aside 1 (100 points) and three 4s (400 points). Your running total is 550 points. You may choose to score 550 points (which is enough to get you on the board) or roll the single die if you think you'll roll a 1 or 5.

- Third roll (1 remaining die): 1

Score 100 points. Your total is now 650 points. You can choose to score the points or roll all six dice.

- Fourth roll (6 dice): 2, 3, 3, 3, 6, 6

Set aside the three 3s to score 300 points. Your running total is 950 points. You can roll the remaining three dice or score the points.

Alternate Fourth roll (6 dice): 2, 3, 3, 4, 4, 6,

None of these dice scores. You have a Farkle, so you lose all of your accumulated points, score 0 for the round, and pass the dice to the next player.