

For 2 or More Players
Ages 8 & Up

Farkle

The Classic
Dice-Rolling,
Risk-Taking
Game



RULES

Game Play: 30 Minutes

Contents: 6 Dice, Shaker Cup, Score Pad

Object: Be the player with the highest score over 10,000.

Farkle Facts

- Single 1's and 5's are worth points.
- Other numbers count if you get three or more of the same number in a single roll.
- Other combinations of numbers are worth points if you get them in a single roll. *Note: Dice from multiple rolls cannot be added together.* For example, if you set aside one 5 (50 points) on your first roll and two 5's (100 points) on your second roll, you have 150 points. You cannot add them together to make three 5's (500 points).
- Some scoring dice must be removed after every roll.

Scoring

Single 1 = 100	Four of any number = 1,000
Single 5 = 50	Five of any number = 2,000
Three 1's = 300	Six of any number = 3,000
Three 2's = 200	1-6 straight = 1,500
Three 3's = 300	Three pairs = 1,500
Three 4's = 400	Four of any number with a pair = 1,500
Three 5's = 500	Two triplets = 2,500
Three 6's = 600	

Set-Up

- Pick one player to be the scorekeeper.
- All players roll one Die. Whoever has the highest roll goes first, with play passing to the left.

Play

- When it's your turn, place the 6 Dice in the Shaker Cup and roll 'em. Any Dice that roll off the playing area are rolled again.

- After each roll, set aside Dice that are worth points and the rest of them. You must remove at least one Die after each roll and keep a running total of your points for that turn.
- If you're lucky enough to set aside all 6 Dice, you can roll them all again to build your running total.
- If you cannot set aside any Dice after a roll, that's a **Farkle**. You lose your running total of points for that turn and play passes to the left. A **Farkle** could happen on your first roll or when you roll the remaining Dice.
- To get on the Score Pad for the first time, you must have a running total of 500 points before you stop rolling.
- After your first score of 500 points or more is recorded, you may stop rolling at any time and have the scorekeeper add your running total for that turn to your accumulated score. Once your points are entered on the Score Pad, they are safe, and you cannot lose them.

Winning: When a player's accumulated score is 10,000 or more, each player has one last turn to beat that total. The player with the highest score wins.

Sample Roll

• **First roll (6 Dice):**

You set aside 5 (50 points).

• **Second roll (5 remaining Dice):**

You set aside 1 (100) and Triple 4's (400), bringing your running total to 550. You can now stop rolling to avoid a **Farkle** and mark 550 on the Score Pad, or roll the single die if you're feeling lucky and think you'll get a 1 or 5.

• **Third roll (1 remaining Die):**

This 1 (100), brings your running total to 650. Now, you can roll all 6 Dice again. Your chances of getting a **Farkle** with 6 Dice are slim, but it could happen!

• **Fourth roll (all 6 Dice):**

You set aside Triple 3's (300) and decide to stop so you don't risk your 950 points by getting a **Farkle**. Your running total of 950 is added to the Score Pad.



Patch Products wants your comments about **Farkle**, including playing strategies you want to share with other players. Send comments via US mail to Patch Products Customer Service, 1400 E. Inman Pkwy., Beloit, WI 53511, or by e-mail to patch@patchproducts.com.

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Shut the Box Game Rules

Equipment: Shut the Box Game Board
1 pair of dice
Poker Chips or Money (You can alternate the payouts to suit your budget)

To Begin the Game:

Flip all of the numbered levels up so that the numbers are visible, or so that the levers are 'open'.

How the Game Works:

Shut the Box may be played individually or with multiple players. The first player rolls both dice and counts the number of 'pips' (dots) on the dice. Add the numbers on the dice together. Using this sum, the player can knock down or 'close' any combination of numbered levers that add up to the sum. For example, if a 2 and a 5 are rolled, the player may choose to 'close':

7, 1 & 6, 2 & 5, 3 & 4, 1 & 2 & 4

*Note: If the levers numbered 7-9 (or 7-12 depending on the version of the game board) are still 'open', the player must roll both dices, if these levers are 'closed', the player may choose to roll one die or both dice.

The first player continues to roll the di(c)e until they can no longer 'close' an appropriate combination of numbers. Add up the numbers on the levers that remain 'open', and this is the first player's score. For example, if the 1, 2, and 9 levers are still 'open', the player's score is 12. It is now the second player's turn. All of the levers are 'opened' again, and the second player repeats the process.

When all players have had a turn, the player with the lowest score wins.

If one player successfully 'closes' all of the levers, they are said to have 'shut the box', the game ends immediately and this player wins the game automatically.

If playing with poker chips or money, place bets in the pot before the game begins. The winning player is given the pot at the end of each round. If a player successfully 'shuts the box', they receive double the stake from each player.



Instructions
1 or More Players

Yahtzee®



Contents: 5 dice,
dice cup, 10 bonus
chips, score pad

players have filled
in their 13 boxes. Scores
are totaled, including any
bonus points. The player
with the highest total wins.

Object

Roll dice for scoring combinations, and get the highest total score.

Game Summary

On each turn, roll the dice up to 3 times to get the highest scoring combination for one of 13 categories.

After you finish rolling, you must place a score or a zero in one of the 13 category boxes on your score card. The game ends when all

How to Play

Each player takes a score card. To decide who goes first, each player in turn rolls all 5 dice. The player with the highest total goes first. Play then passes to the left.

TAKING A TURN

On your turn, you may roll the dice up to 3 times, although you may stop and score after your first or