

How to Play Farkle Solo

How to Play

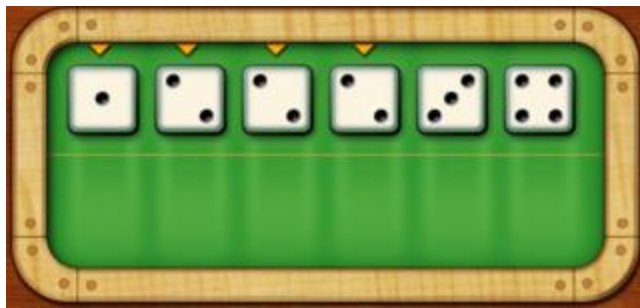
The goal is to earn as many points possible in 10 turns using the classic Farkle Dice rules.

At the end of 10 fast paced rounds you compare your score to:

- Your best round ever
- The best round by all players today
- Your best end score ever
- The best end score by all players today

It is a great feeling when you see that you are today's highest scoring player!

On each round, you roll all six dice. For new players we added a handy pointer above any dice which can be scored. You'll soon memorize the best combinations but rely on the arrows until you get the hang of it.



Dice combinations can be scored as follows: a 1 or a 5, three of a kind, three pairs, or a six-dice straight earn points. *You must select at least one scoring die.* After you select the dice you want to keep you can either risk all the points earned this turn and roll the remaining dice (the fewer dice you roll the greater the chance you will Farkle) or tap Score It and bank those hard earned points and apply them to your total.

Scoring

Scoring is based on selected dice in *each roll*.

The 1 and 5 spot dice are super special, as they are the only dice that can be scored outside of a combination (such as three of a kind).

You cannot earn points by combining dice from different rolls.

If none of your dice rolled earn points, you get a Farkle and lose any earned points that round. Warning! Three Farkles in a row and you lose 1,000 points. Ouch!

You continue rolling until you either tap Score It to keep your earned points or you Farkle. Then continue to your next round.

An Example Round

Your first rolls shows 1, 2, 3, 3, 5, and 6. You tap the 1 (100 points) and the 5 (50 points) for 150 points. You then opt to roll the remaining four dice. On that roll you get 2, 2, 2, and 6. You select the three of a kind (2, 2, 2) for 200 points and decide to Score It and bank your 350 points (150 plus 200).

The final round starts as soon as any player reaches 10,000 or more points.

Scoring is based on selected dice each roll. You cannot earn points by combining dice from different rolls. For example, if you roll a 5, 5 (50 points each x 2 for 100 points), and then roll another 5 (50 points), you can't combine the 5, 5 with the 5, to form three of a kind (500 points). We place a vertical divider to show you the dice selected each roll.



Customization through Settings

On the title screen tap the Settings button.

Farkle is a very old game and is played throughout the world. Rules vary by country and even by states. We support a profusion of variations.

- *Break In Score* - A minimal score needed to get on the board. You must keep rolling until that amount is reached.
- *Score Three Pairs* - You can change how many points are earned when this combination is rolled.
- *Triple Farkle* - You can change how many points to deduct when a three Farkles are rolled.
- *Three Aces Score* - You can change how many points are earned when this combination is rolled.
- *Must Roll Again: If all Six Dice Scored* - If you select all the dice you must roll again.
- *4 of a Kind* - Take the score of three of a kind and multiply it by 2.
- *5 of a Kind* - Take the score of three of a kind and multiply it by 3.
- *6 of a Kind* - Take the score of three of a kind and multiply it by 4.

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