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ect Of The Game
 object of Yardzee is to obtain the highest score from throwing 5 dice.
 game consists of 13 rounds. In each round, you roll the dice and then score the roll in one of
 categories. You must score once in each category.
 score is determined by a different rule for each category.
 game ends once all 13 categories have been scored.

ne Start
 art with, roll all the dice. After rolling you can either score the current roll (see below), or re-roll
 or all of the dice.
 may only roll the dice a total of 3 times. After rolling 3 times you must choose a category to score.
 may score the dice at any point in the round, i.e. it doesn't have to be after the 3rd roll.

ing
 ore your combination of 5 dice, you click one of the 13 boxes, or write it on the scorecard (scoresheet).
 e are two sections to the score table - the Upper Section and the Lower Section.
 e a box has been scored, it cannot be scored again for the rest of the game (except the Yardzee category),
 oose wisely.

er Section Scoring
 u score in the upper section of the table, your score is the total of the specified die face.

| Yardzee | | NAME |
|---------------|-----|------------------------------------|
| UPPER SECTION | 100 | |
| ONES | 1 | GAME 1 GAME 2 GAME 3 GAME 4 GAME 5 |
| TWOS | 2 | |
| THREES | 3 | |
| FOURS | 4 | |
| FIVES | 5 | |
| SIXES | 6 | |
| TOTAL SCORE | | |



| FARKLE RULES | |
|--------------------|----------|
| ONES | 100 pts |
| TWOS | 200 pts |
| THREES | 300 pts |
| FOURS | 400 pts |
| FIVES | 500 pts |
| SIXES | 600 pts |
| THREE OF A KIND | 1000 pts |
| FOUR OF A KIND | 2000 pts |
| FIVE OF A KIND | 3000 pts |
| SIX OF A KIND | 4000 pts |
| 1-6 STRAIGHT | 1500 pts |
| 3 OF A KIND + PAIR | 1500 pts |
| 2 TRIPLES | 2500 pts |

FARKLE!

| | 100 pts | 50 pts |
|--------------------|----------|----------|
| 1-6 Straight | 1500 pts | 1500 pts |
| 3 of a kind + pair | 1500 pts | 1500 pts |
| 2 Triples | 2500 pts | 2500 pts |
| 1-6 Straight | 1500 pts | 1500 pts |
| 3 of a kind | 1000 pts | 1000 pts |
| 2 of a kind | 500 pts | 500 pts |
| 1 of a kind | 100 pts | 100 pts |

Rules to Remember:

1. To begin, all players roll one Die. The player with the highest roll begins the game, with play continuing to the left.
2. You must score at least 500 points before you can "save" your points and begin recording a score.
3. You must remove at least one Die after each roll.
4. If you cannot set aside any Dice, that's a FARKLE! You lose your points for that turn only.
5. If you use all 6 Dice to create points, you can take an additional turn, but be careful - you might FARKLE!
6. You begin the final round once someone has reached 10,000 or more points. Then each player gets one turn to try and beat their score.

Farkle flip card game rules.

Once you score points, you must use your Farkle Cards, which add an additional 100 points per card. When you score points, take those cards and place them face-down in a pile. PlayMonster has a video showing the Farkle Flip full instructions. At any point during the game, you may stop drawing and score any points you have moved to the center. The player with the youngest player goes first. Name 5 Overview: The Name 5 rules are simple to follow, or its affiliates. The card game Hasenpfeffer is a very close relative of Euchre but adds a 25th card to play—the Joker, which is always the highest trump card. Each team draws a card and tries to "Name 5" things associated with the question on their color. This player is declared the winner. Roll the dice and move your token the corresponding number of spaces on the game board. Would you rather just earn small amounts of points throughout the game? When a player lands on this square, select one of the colors for your team before looking at the card. This card is to be placed in front of the player, away from the middle of the group, face up. Players have the ability to use any other player's cards throughout the game! You'll learn as you go! Place the deck facedown in the middle of the group. The player who wins the trick leads in the next trick. Bidding continues for as many rounds as necessary until three players have passed. In this example, the fourth most powerful card would be the Ace of hearts. Do not draw the card. After the fifth try, end your turn. Then the other team must provide an answer to the question. Otherwise, the other team takes their turn and play continues as normal. When a player reaches 10,000 points, the game comes to an end. There is also a handy-dandy scoring reference card. Alternatively, 5-7 year olds can partner up with an adult and strategize together over how big a risk to take during each turn. The other players get one more turn to attempt to beat the score. SCORING Three 1s = 300 Three 2s = 200 Three 3s = 300 Three 4s = 400 Three 5s = 500 Three 6s = 600 Four of any number = 1,000 Five of any number = 2,000 Six of any number = 3,000 1-6 straight = 1,500 Three pairs = 1,500 Four of any number + one pair = 1,500 Two Triples = 1,500 Single Farkle = 100 Two Farkles = 200 Three Farkles = 300 Four Farkles = 1,000 Five Farkles = 2,000 Six Farkles = 3,000 To get on the scoreboard, you must earn a total of 1,000 points in one turn. You must only work with one hand at a time. When a Farkle Card is drawn, you must stop drawing cards. If the partnership that made the highest bid meets its bid, it scores one point per trick won. It is fairly easy to earn points but extremely tempting to press your luck and thus, kids who play will quickly learn how best to strategize. The player to the left of the dealer begins by drawing a card from the deck. When a combination has been moved to the center, it cannot be added to or changed. On each turn players flip over cards from the center deck in an effort to create runs and sets. The first exception is the Joker, which is always the highest trump card. Other players are unable to take Farkle Cards. Place the Farkle Card to the side, near you, facing up. Any cards in the center cannot be scored, and they now become a part of your face-up cards in front of you. They will need paper and a pencil. If the partnership that made the highest bid fails to meet its bid, it loses one point per trick won. Players may pass or bid a number from one to six. Select two of the categories and attempt to name 5 things for each of the selected categories in 30 seconds. "Big pepper" is a bid of six, with the stakes doubled. In my personal experience, numbers this big often have an "excitement" value for kids. Name 5 Special Square Rules: All Play-The "All Play" square is represented by arrows with two colors beneath them. You can either slide the combination to the center of the group for potential scoring, or leave the combination where it is and attempt to build on it for more scoring. Why You Should Play Farkle Flip I like to play your luck games like Farkle Flip because even the youngest players will be able to compete on even footing with grown-ups, once they get the hang of game play. The Farkle Flip deck consists of color coded numbered cards and "Farkle" cards. However, when building these combinations, they must be left in the open where other players may steal them! Are you willing to build a combination and allow another person to steal your points? The other Jack of the same color is the "left bower," and it's the third most valuable card. Partners should sit across from each other. However, there are three exceptions to that rule. Flip Flop-The "Flip Flop" square is represented by a pair of flip-flops. If you successfully name 5 things for your selected category, you take another turn. More great card games: Golf card game Abandon All Artichokes Swish! Millie Borne Farkle Flip is a game where strategy and timing are key. Wild-The "Wild" square functions like a normal square, except you can choose any of the categories on the drawn card for the round. Shuffle the cards, and deal one card to each player. If your team completes the challenge, they win the game. If not, they may play any card. That player then flips the timer and the team has 30 seconds to name five things that fulfill the question on the card. If your team is successful, roll the die and move your token double the number rolled. Choose a token to represent your team on the game board. Note: Most players deal the cards three at a time. Our game of the month is going to make you do just that. When you land on this square, read all of the categories on the card drawn for the turn. Exceptions: If someone has chosen to go alone, the player to that person's left leads first. Players: Hasenpfeffer is played by four players (in two partnerships). Deck: Hasenpfeffer uses a 25-card deck (with the 9, 10, J, Q, K and A in all four suits, plus the Joker). Goal: To be the first partnership to score at least 10 points. Once points have been placed on the scoreboard, they cannot be lost. This process can be repeated up to five times as long as the team successfully completes the challenge. (Note: this post contains affiliate links that may earn commission.) Farkle Flip is the perfect size to stuff in a stocking on a certain Eve, easy to learn, quick to play and great to take with you on your next road trip. Instead, you take the next turn. Once the points are on the scoreboard, they cannot be lost, but they can be lost when they are floating in the center. You cannot take cards from one player's hand to create a combination in another player's hand. It ranks higher than even the right bower. The Jack of the trump suit is the "right bower," and it's the second most valuable card. This flip-flopping continues until one team is unable to answer the question, causing them to lose the round. If you win a flip-flop round, roll the dice and move your token the number of spaces rolled. Instead, draw a card and answer the "Name 5" question corresponding to your color on the board. If neither turn completes the challenge, repeat the process with a new card. A team that has five successful rolls/answers ends their turn. Players race around a board, all trying to reach the "Name 5" space, giving five answers to trivia questions along the way. Have fun, be brave, and strategize heavily in this awesome card game! SETUP To begin, place the score summary cards where everyone can see, that way there is no confusion with the rolling throughout the game. The manufacturer recommends Farkle Flip for ages 8 and up, but I think kids even as young as 5 or 6 can play, provided they are experienced with a variety of card games, or have played the original Farkle. The game is ready to begin! GAMEPLAY To begin, the goal of Farkle Flip is to earn matching sets. The player to the left of the dealer leads first by playing any card from his hand. No minimum is required after being put on the scoreboard. END OF GAME The game ends after a player has reached 10,000 points. Players can collect completed groupings of cards to accrue points but the must "cash in" before drawing a Farkle card or else they go bust. Otherwise, the gameplay is very similar to standard Euchre. (Negative scores are possible.) The first partnership to score 10 points wins. "Little pepper" is a bid of six, with more points that are earned. Ready to press your luck in a fun family card game? Otherwise, play returns to the opposing team, and you will have a chance to repeat the process on your next turn, having already landed on the "Name 5" square. When you successfully roll the number needed to enter the "Name 5" square, you land on a flip-flop square, draw a card and read the "Name 5" category corresponding to the color of the space on the board. The gameplay continues to the left around the group. If the deck is running low, then these cards may be reshuffled and used. © 1996-2014, Amazon.com, Inc. About Farkle Flip The original Farkle game is played with dice and is similar to Yahtzee. You attempt to make combinations that earn you more points. You may not have more than five turns in "Name 5." Winning the Game: According to the Name 5 rules, to win the game, players must have an exact roll into the "Name 5" space at the center of the board. If you successfully complete the challenge, roll again to try and enter the "Name 5" square. Farkle Flip is known as the widow. Farkle Flip is a "The Card-Flipping, Risk-Taking Card Game" from PlayMonster. I sort of find Yahtzee boring these days, but I really enjoyed the twist of the Farkle Flip card game. If a player goes bust, the next player has the opportunity to capture the runs and sets left behind, provided he doesn't go bust himself! Creating runs and sets is a concept familiar to anyone who has played rummy or Yahtzee, and others will catch on easily. If two players have decided to go alone, the player on the team that did not choose trump (the defender) leads first. Six cards are dealt to each player. The first team to complete the challenge takes the next turn. The high bidder picks up the widow, names the trump suit, and discards one card from his hand face down. Basically, it has it all. One member of the team draws a card and reads the "Name 5" challenge topic that corresponds to the color of the square they have landed on the game board. Both bowers are part of the trump suit. For example, if hearts is the trump suit, the Jack of hearts is the right bower (second most powerful), and the Jack of diamonds is the left bower (third most powerful). The one remaining card is placed face down in the middle of the table. Note that anyone can bid "big pepper" at any time—it is not necessary for a bid of "little pepper" to take place first. The larger the set, the more points that are earned. Ready to press your luck in a fun family card game? Otherwise, play returns to the opposing team, and you will have a chance to repeat the process on your next turn, having already landed on the "Name 5" square. When you successfully roll the number needed to enter the "Name 5" square, the Name 5 rules require you to answer all of the questions on the drawn card in 90 seconds (flip timer over twice). The first dealer is chosen randomly. If the team can successfully "Name 5," they take another turn, repeating the above process. They then decide whether they want to play the card with the cards in front of them, or in front of one of the other players. When you create a scoring combination, two things can be done. Your team then provides one answer to the question. Game Contents: 288x Name 5 cards 1x Game Board 1x Die 4x Tokens 1x 30-Second Timer 1x Instructions (But you've lost yours!) Name 5 Rules: Shuffle the deck and divide it into two piles, placing one pile in front of each team. Players may pass or bid a number from one to five, "little pepper" or "big pepper." Bidding continues for as many rounds as necessary until three players have passed. Double Down-The "Double Down" square is represented by playing cards and casino chips. Players exercise some basic math skills using high numbers, since players must reach 10,000 in order to win. Roll again, with play continuing as normal. Players must play the suit of the card led if possible. The general rule is that aces are the most valuable cards, and 9s are the least valuable. Read the Name 5 rules below.

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