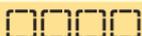
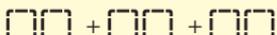
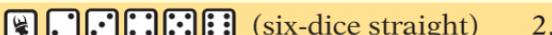
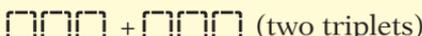
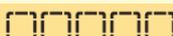
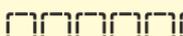


MUNCHKIN® FARKLE

On your turn, you may play one (and only one) card from your hand, but you are not required to play a card at all. Your unplayed cards add to your score at the end of the game (the **Gold Pieces** value shown on each card).

Scoring: You may not record any score AT ALL until you score 500 or more in a turn. This is called *Kicking Down the Door*.

 (single)	50 Gold Pieces
 (single)	100 Gold Pieces
 (triplet)	200 Gold Pieces
 (triplet)	300 Gold Pieces
 (triplet)	400 Gold Pieces
 (triplet)	500 Gold Pieces
 (triplet)	600 Gold Pieces
 (triplet)	750 Gold Pieces
 (four-of-a-kind)	1,000 Gold Pieces
 (three pairs)	1,500 Gold Pieces
 (six-dice straight)	2,000 Gold Pieces
 (two triplets)	2,500 Gold Pieces
 (five-of-a-kind)	3,000 Gold Pieces
 (six-of-a-kind)	6,000 Gold Pieces

When any player has a total score of 10,000 Gold Pieces or more at the end of their turn, they have reached Level 10. Finish the round so that every player takes the same number of turns. The player with the most Gold Pieces is the winner!