# Farkle

PLAYERS 2 to 8 DICE 6 dice, plus pen and paper TYPE Push your luck LEVEL Easy TIME 20 to 30 minutes

## THE GOAL

Be the first to reach the target score, usually 10,000, by rolling dice that score and banking your points before you Farkle.

## SETUP

Six dice and something to keep score. Two to eight players. The highest single roll starts, then play goes to the left.

## THE FIRST ROLL

There is no deal. Everyone rolls one die to see who starts.

## A TURN

- Roll all six dice. Set aside at least one scoring die.
- Bank your points and pass the dice, or roll the remaining dice again.
- Each new roll must add a scoring die, or it is a Farkle and you lose the turn.

## SPECIAL ROLLS

- Farkle: a roll with no scoring dice. You lose all the points from this turn.
- Hot dice: all six dice have scored. Roll all six again and keep your points.

## SCORING

- Each 1: 100. Each 5: 50.
- Three of a kind: 1s are 1,000; 2s to 6s are 200 to 600.
- Four of a kind 1,000, five 2,000, six 3,000.
- Straight 1 to 6: 1,500. Three pairs: 1,500.

## WINNING

When someone passes the target, everyone else takes one last turn. The highest total wins.

## HOUSE RULES

- **Opening score.** You may not bank until one turn is worth at least 500 (or 350, or 300). Until you have reached it, you simply keep rolling.
- **Other scores for three pairs.** Some tables pay 750, 1,500 or 2,000 for three pairs. Some also pay 2,500 for two sets of three of a kind.
- **Three Farkles in a row.** Three Farkles in a row cost you 1,000 points. It makes players think twice about rolling on with nothing banked.


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