

Once one player achieves over 10,000 points, then all the other players get one more roll and the winner after that round is the player with the most points.

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FARKLE

CLASSIC DICE GAME

INSTRUCTIONS



Contents:

6 Dice, Cup, Scorepad

Object of the Game:

The winner is the player with the highest score once 10,000 points are achieved.

How to Play:

Players pick one player to be scorekeeper. The scorekeeper records each player's name on the Scorepad. Each player rolls a single Die to determine who goes first. The player with the highest Die roll goes first.

During a turn all 6 Dice are rolled using the Cup. As long as the player can remove (*set aside*) one "scoring" Dice per turn (see *Scoring below*), the player may continue to roll. Any Dice that roll off the playing area are rolled again. The player keeps a running total of points for that turn.

A player may choose to end the player's turn and record the points scored at the end of any "scoring roll." If a player does not score points on a given roll, the player will have a "Farkle" and all points earned up to then for that round are lost. A Farkle can happen on the initial roll or when the player rolls the remaining Dice. If a player "scores" on all 6 Dice, the player earns another full turn. At the end of a player's turn, the Dice and Cup are passed to the next player to the left.

Scoring:

A player must first achieve 500 points before the player's score can be recorded on the Scorepad. After the first 500 points are recorded, a player may stop rolling at any time during a turn and add any points to the accumulated score. The only numbers that score points are those listed below. Players cannot earn points by combining Dice from different rolls. For example, if two 5s are rolled on the first roll (100 points) and one 5 is rolled on the second roll (50 points) the

score so far is 150 points (*and not 500 points as would be the case if all three 5s came up on one roll*).

The list below shows scoring per roll of the Dice. Players should tabulate their scores on the Scorepad.

Single 5 = **50 points**

Single 1 = **100 points**

Triple 1s or Triple 3s = **300 points**

Triple 2s = **200 points**

Triple 4s = **400 points**

Triple 5s = **500 points**

Triple 6s = **600 points**

Four of any number = **1,000 points**

Five of any Number = **2,000 points**

Six of any Number = **3,000 points**

Straight 1-6 = **1,500 points**

Three Pairs = **1,500 points**

Four of any Number with a Pair = **1,500 points**

Two Sets of Three of any Number = **2,500 points**

Example:

Roll # 1 (6 Dice): 1-3-3-4-6-6: Set aside one 1 (100 points)

Roll # 2 (5 Dice): 2-3-4-4-4: Set aside three 4s (400 points)

The player now has 500 points and can stop and enter the score on the Scorepad. The player may also decide to continue to roll for more points but will be risking a roll without points (*Farkle*) and sacrificing the 500 earned so far.

Note: If a player rolls multiple scoring Dice on one roll, for example 1-1-3-5-6, the player does not have to remove all scoring Dice. The player may remove some or all, it is up to the player's discretion.