



## Farkle

**Players:** Two teams of 4 compete against each other at a table. Teams decide if all players will get a turn rolling for their team or whether one team member will be the designated roller

**Materials Required:** six six-sided dice; pencil and paper for scoring; copy of the scoring rules

**Skill:** Adding multi-digit numbers

**Goal:** To obtain a total greater than your opponents

### Getting Started

The number of players for Farkle will be all four members for each of two teams at the table. The teams will alternate turns. The points are cumulative for each team - there is only one running total for each team during the game.

Game continues until the buzzer is sounded. The game may end before the teams have had an equal number of rolls. When the buzzer sounds, the person rolling, stops and adds her/his accumulated points to the team total. There are NO MORE EXTRA ROLLS!!

### Game Overview

The players take turns rolling the dice, with the objective of having the highest score in the final round. The team might score more than 10,000 points!

During each player's turn, they initially roll six dice trying to score points. As long as they score at least some points they can remove the scoring dice from play and either stop rolling and bank their points or continue rolling the non-scoring dice.

If the dice you roll do not score any points, you stop rolling, pass the dice to the other team and you get a "Farkle," losing all points accumulated for that turn. The team total to that point is kept but zero points are added for your turn. **YOU ALWAYS GAMBLE ON GETTING ZERO, IF YOU CONTINUE TO ROLL.**

If the player manages to score on all six dice, either on the first roll or after more than one roll, she/he has "hot dice" and may choose to keep on going and roll all six dice again, continuing as before, or can stop rolling and bank the points (add the amount already accumulated) to the team total and pass the dice to the other team.

To score three-of-a-kind, the three numbers have to be rolled on the same roll. You can't add a couple of fives to one already kept and call it three fives.

(The first five rolled was worth 50 points and the two new ones are worth  $50 + 50 = 100$  points so now you have the first 50 plus the two new 50's to total  $50+50+50=150$  points - not 500 points!)



# Farkle scoring

Each 1 = 100 points  
 Each 5 = 50 points  
 Three 1's = 300 points  
 Three 2's = 200 points  
 Three 3's = 300 points

Three 4's = 400 points  
 Three 5's = 500 points  
 Three 6's = 600 points  
 Three pairs = 1500 points  
 Four of a kind = 1000 points

Five of a Kind = 2000 points  
 Six of a Kind = 3000 points  
 Two triplets = 2500 points  
 Straight (1-2-3-4-5-6) = 1500 points

TEAM: \_\_\_\_\_

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