Play Instructions

Number of players: 2 – 86

Object:

To score as many points as possible through strategically and sequentially rolling dice.

Point Breakdown:

1. A roll of 1 is worth 100 points.
2. A roll of 5 is worth 50 points.
3. A three-of-a-kind is worth the face value of the threesome times 100. 1s count as 10. For example, three 6s equals 600 points and three 1s equals 1,000.

Playing:

At the start of a player’s turn they roll all six dice at once. The player chooses what dice to set aside as ‘point dice’ and the point values are added to the player’s running total for that turn. On each roll after the initial roll, the player for that turn has two options: they can end their turn there and add the running turn total to their game points OR re-roll every dice that was not set aside as a ‘point dice’ from earlier. Dice that have been set aside as ‘point dice’ cannot be picked for a re-roll in a subsequent re-roll and they cannot be used to make ‘point dice’ with any freshly re-rolled dice. Each roll is a separate entity from any die set aside previously as a ‘point dice’.

A player’s turn is ended any time they roll a Farkle. A Farkle is when a player rolls any number of dice and no ‘point dice’ can be made from the group of dice just rolled. A player must end their turn after a roll resulting in some ‘point dice’ in order for them to collect the running point total for the turn and add it to their game points.