

Zilch (Farkle) Dice Game Rules & Scoring Cheat Sheet

Objective

Be the first player to score 10,000 points. Use 6 dice and paper to track scores.

Gameplay

1. Roll all 6 dice.
2. Set aside scoring dice.
3. You may stop and bank points or continue rolling unused dice.
4. If you use all 6 dice to score, you may roll all 6 again ('hot dice').
5. If no scoring dice appear, you 'Zilch' and lose all unbanked points for the turn.
6. Most versions require 500-1,000 points in one turn to start scoring.

Scoring Combinations

Combination	Points
Each 1	100 points
Each 5	50 points
Three 1s	1,000 points
Three 2s	200 points
Three 3s	300 points
Three 4s	400 points
Three 5s	500 points
Three 6s	600 points
Four of a kind	1,000 points
Five of a kind	2,000 points
Six of a kind	3,000 points
Straight (1-6)	1,500 points
Three pairs	1,500 points
Four of a kind + pair	1,500 points

Zilch (Farkle) Dice Game Rules & Scoring Cheat Sheet

Two triplets	2,500 points
--------------	--------------

Winning the Game

The first player to reach 10,000 or more points ends the game. All others get one last turn. Highest score wins.