

The Last Sparkle Bender

Rules of the Game: Each player takes a turn rolling the dice. On your turn, start by rolling all six of the dice. Select any (or all) of the dice worth points after each roll to get your current roll total. Re-roll the remaining dice. Again, remove any (or all) of the dice worth points and add the new roll total to your running turn total. After any roll that gives you points, you may save your running turn total and your turn is over. If any roll gives you no dice worth points, you have Farkled. You lose your running turn total and your turn is over. To start accumulating your game total, you must accumulate at least 500 points in a single turn. After your first score of 1000 points or more is recorded, you may stop rolling at any time and add your running total for that turn to your accumulated game total. When a player's accumulated score is 10,000 or more, each player has one last turn to beat that total. The player with the highest total score wins.



[illegible]

This box shows how much each of the dice is worth and how much you can score for each pair. This will let you add and save the dice you would want so you can achieve the score you please.

