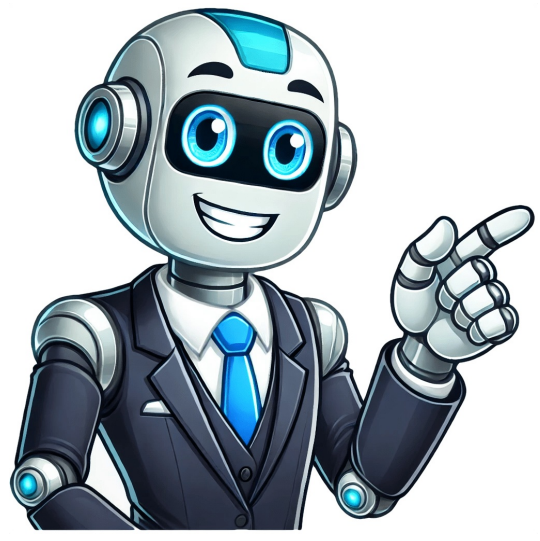


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The dice to see who will start the game. As long as you have at least 2 people, there's no limit to how many people can play a game of Farkle. Have each person roll 1 die. Whoever rolls the highest number will start the game, and players will take turns going clockwise from there. If multiple people roll the same number, have them roll again until just 1 person is left holding the highest number. 2 Designate one person to be the scorekeeper. The scorekeeper plays a very important role and will be in charge of writing down and calculating all of the other players' scores as the game goes on. That being said, make sure that everyone knows the scoring rules so that you all can help the scorekeeper keep track. The point system is as follows: Single 1 = 100 points Single 5 = 50 points Three 1s = 300 points Three 2s = 200 points Three 3s = 300 points Three 4s = 400 points Three 5s = 500 points Three 6s = 600 points Four of any number = 1,000 points Five of any number = 2,000 points Six of any number = 3,000 points 1-6 straight = 1,500 points (i.e., Rolling 1, 2, 3, 4, 5, 6 in a single throw) Three pairs = 1,500 points (e.g., Two 1s, two 5s, and two 6s) Four of any number with a pair = 1,500 points (e.g., Four 2s and two 1s) Two triplets = 2,500 points (e.g., Three 3s and three 4s) Advertisement 3 Roll 500 points in one turn to officially enter the game. On your first turn, you must get at least 500 points to officially be in the game. When it's your turn, roll all 6 dice at the same time. Remove at least 1 die that is worth points (called a "point die") and throw the remaining dice again. If you don't throw any point die, your turn is over, and you'll try again on your next turn. You don't have to set aside all of the point dice right away. In some cases, it's actually more strategic to rethrow some of the point dice to get a higher score. For example, let's say you roll 2 point dice—a 1 and a 5. In this case, it might be strategic to keep the 1 aside and place the 5 back with the rest of the non-point dice and roll again. You now have a better chance at rolling a three-of-a-kind (or other combination) and increasing your score. 4 Keep rolling if you throw "hot dice." If all 6 dice become point dice, you must throw all 6 dice again and continue playing. This is called "hot dice." There's no limit to the number of hot dice you can throw, so technically, your turn can go on for a very long time if you're lucky. This is the best way to rack up points. However, if you "farkle," you lose all of your points for that turn. If all 6 dice are point dice on your first roll, you immediately get to throw all of them again. Taking out point dice one by one until all 6 have been turned into point dice is also a form of hot dice. Take this sample roll as an example: Roll 1: 1, 1, 2, 3, 5, 6 You set aside the two 1s and have 4 dice remaining. Roll 2: 1, 4, 5, 6 You set aside the single 1 and have 3 dice remaining. Roll 3: 5, 5, 5 Three 5s is worth 500 points. All of your dice have become point dice, so now you must throw all 6 "hot dice" again. 5 Keep rolling the dice until you decide to stop or "farkle." This is where the excitement really amps up. You have the option to play it safe and stop after collecting a few points, or risk it all by continuing to throw. Just remember that if you "farkle," you lose all of your points for that turn and the game moves on to the next player. Carefully consider strategy in deciding whether to roll or stop. For example, if you throw 1, 2, 3, 3, 5, any of the following plays are possible: Score three 3s as 300 points and then roll the remaining three dice. Score the single 1 as 100 points and then roll the remaining five dice. Score the single 5 as 50 points and then roll the remaining five dice. Score three 3s, the single 1, and the single 5 for a total of 450 points. Stop rolling and keep your 450 points. In the cases where you decide to continue rolling, you risk "farkling" and losing all of your points. However, there's also a chance you roll "hot dice" and get to keep playing. 6 Keep track of everyone's scores as you play. After each person's turn is over, write down the points they earned for that turn. Then, add all of their points together to get their total score. 7 Play until someone reaches 10,000 points. The game ends when someone passes 10,000 points. After their turn is over, everyone else gets 1 turn to try and beat the winner's score. Whoever ends up with the highest score is the winner. The person who passes 10,000 points first sets the end point goal for the other players. The other players must then try and beat that goal. For example, let's say person A passed 10,000 points on their last turn and ended with a total score of 10,300. Now, the rest of the players get one more turn to try and get more than 10,300 points. If person B ended up with a total score of 10,400 after this last additional turn, they are the winner of the game. Advertisement Can you name the most fun dice game ever? A game that combines luck, skill, and strategy and packs a thrill like no other? If your answer is Farkle, then you are absolutely right! Today, we will learn more about this game that everyone has been talking about recently, especially the Farkle Rules. The game of Farkle is based on the simple structure of dice rolling and scoring with a number of possible combinations that can give you points. The term "Farkle" is an exclamation for when a player rolls the dice but doesn't get point-scoring combinations. What happens then? Let's find out more as we learn how to "Play With Rules" a game of Farkle. To play Farkle, you need a minimum of 3 players (there is no upper cap on how many players can play together), 6 dice, a scoring sheet to keep the players' scores, and a pencil/pen. Players choose the first person to start, and then the game proceeds as desired (clockwise). Each player rolls all 6 dice together and tries to get point-scoring combinations so that they can score 10,000 points before everyone else, per Farkle rules. If they can't end up with a point-scoring combination, they shout "Farkle," which means they forfeit all of the points they scored in that round. The way to win this game is to realize when it's time to playing the dice and then to go all out. Each player's objective in Farkle is to score 10,000 points faster than others and protect against losing. Keep in mind that avoiding farkles is equally important as scoring. Players need to assess when and how much risk to take to maximize their chances of winning. Curious about Farkle? Then look into the rules of Farkle. It's mostly about the dice and how to use them. There are some general Farkle Rules: Use a dice and roll it to decide who goes first to ensure a fair chance. Players need to roll all 6 dice together during their turn. Once the dice have been rolled, the players can decide which dice to keep aside. These dice/combinations of dice are the point-scoring dice, and the points they carry will be noted down, per Farkle Rules. Then, the rest of the dice that haven't been kept aside (non-point-scoring dice) will be rolled again. The players may continue to put aside point-scoring dice and roll the rest until they Farkle or decide to stop themselves. Farkle rules state that players can choose to stop and register their score at any point during their chance. They do not need to keep rolling the dice. But if a player "Farkles," they automatically lose all the points scored only during that round. Players take turns scoring until one reaches 10,000 (the winning score). After this, every other player is given a chance of one turn each to match or surpass the winner's score. On the first turn, the first player rolling the dice needs to score at least 500 points for the game to start. This applies to the first turns of every active player. If a player "Farkles" on the first turn and doesn't score 500, their score remains zero, and they can try again on their next turn. If a player ends up with a "hot dice" (explained later below), then they can roll all 6 dice again immediately or choose to play it safe. However, if they Farkle, they lose all points accumulated in that round, per the rules of Farkle. Since you have learned about the rules of this game, now let's discuss how to play Farkle and keep track of your scores. The key is to score as many points as possible by landing particular dice combinations. Each combination/dice has a specific point or score associated with it. Let's find out what they are: Single 1 = 100 points Single 5 = 50 points Three 1s = 300 points Three 2s = 200 points Three 3s = 300 points Three 4s = 400 points Three 5s = 500 points Three 6s = 600 points Four of any number = 1,000 points Five of any number = 2,000 points Six of any number = 3,000 points 1-6 straight = 1,500 points (Rolling 1, 2, 3, 4, 5, 6 in a single throw) Three Pairs = 1,500 points (Two 1s, two 2s, and two 3s) Four of any number with a pair = 1,500 points (e.g., Four 2s and two 1s) = 1,500 points Two triplets = 2,500 points (e.g., Three 3s and three 4s) = 2,500 points Hot Dice = All 6 dice become point-scoring dice (e.g., Three 1s and three 6s, two three-pairs, etc.) With this, you have learned the basic scoring method of the game. Now, it is time to learn about the different terms associated with the game and some exciting variations you can try. The standard scoring rule has been explained above. Once you get the hang of it, you can try more advanced scoring combinations to make the game ten times as fun (maybe even challenging). These are some of the alternative ways of scoring: Three Pairs = 600, 750, 1,000, or 1,500 points Four-of-a-kind = 1,000 points / 4X Three-of-a-kind value Five-of-a-kind = 2,000 points / 6X Three-of-a-kind value Six-of-a-kind = 3,000 points / 8X Three-of-a-kind value Six 1s = Player wins Two Triplets = 2,500 points Three 1s / Pocket Farkle = 300 points Straight = 0, 1,200, 2000, or 2,500 points You can obviously follow the standard rules of Farkle and have a blast, but if you think you want to shift it into the next gear, there are certain variations in rules of this game that you can play with. They are as follows: Opening Score—Instead of 500 as the minimum opening score, you can opt for 350, 400, or 450 to start the game faster. Winning Score—Depending on the players, a 10,000-point game can seem long-drawn-out or short. You can play for 20,000 points or 5,000. Compulsory Hot Dice Roll—If a player rolls all point-scoring dice on a single turn (all 6 dice are point-scoring), then that player must roll all 6 dice again. 3 Farkles—in 1 player Farkles 3 times consecutively, they lose 1,000 points. Per Farkle rules, Toxic Twos—if a player rolls four or more 2s in a single roll, then their entire round score is canceled. Welfare—According to the rules of Farkle, the winning player must have exactly 10,000 points. If the winning player scores more than 10,000 points, then the points scored for that round are given to the player with the lowest score. Teammate Farkle—in this alternative method, players team up and sit opposite each other. One player rolls the dice, and the other player decides whether to accept the roll. If they accept, they get the points. If they refuse, they "Farkle," and the other player gets the points. This adds a layer of strategy and decision-making to the game. Custom Scoring Options—Players can agree on custom scoring rules for a specific game session. For example, they could assign different values to certain combinations or introduce new ones. Bonus Rounds—After reaching a target score, players can engage in bonus rounds where they compete to reach even higher scores under modified rules. Variations like these allow players to tailor the game to their preferences and skill levels, making it more challenging and enjoyable. While the standard rules provide a solid foundation, exploring these variations can lead to new and exciting experiences. Remember, the key to enjoying Farkle is to have fun, challenge yourself, and enjoy the company of your friends or family. So grab those dice, gather around a table, and get ready to roll!

The dice to see who will start the game. As long as you have at least 2 people, there's no limit to how many people can play a game of Farkle. Have each person roll 1 die. Whoever rolls the highest number will start the game, and players will take turns going clockwise from there. If multiple people roll the same number, have them roll again until just 1 person is left holding the highest number. 2 Designate one person to be the scorekeeper. The scorekeeper plays a very important role and will be in charge of writing down and calculating all of the other players' scores as the game goes on. That being said, make sure that everyone knows the scoring rules so that you all can help the scorekeeper keep track. The point system is as follows: Single 1 = 100 points Single 5 = 50 points Three 1s = 300 points Three 2s = 200 points Three 3s = 300 points Three 4s = 400 points Three 5s = 500 points Three 6s = 600 points Four of any number = 1,000 points Five of any number = 2,000 points Six of any number = 3,000 points 1-6 straight = 1,500 points (i.e., Rolling 1, 2, 3, 4, 5, 6 in a single throw) Three pairs = 1,500 points (e.g., Two 1s, two 5s, and two 6s) Four of any number with a pair = 1,500 points (e.g., Four 2s and two 1s) Two triplets = 2,500 points (e.g., Three 3s and three 4s) Advertisement 3 Roll 500 points in one turn to officially enter the game. On your first turn, you must get at least 500 points to officially be in the game. When it's your turn, roll all 6 dice at the same time. Remove at least 1 die that is worth points (called a "point die") and throw the remaining dice again. If you don't throw any point die, your turn is over, and you'll try again on your next turn. You don't have to set aside all of the point dice right away. In some cases, it's actually more strategic to rethrow some of the point dice to get a higher score. For example, let's say you roll 2 point dice—a 1 and a 5. In this case, it might be strategic to keep the 1 aside and place the 5 back with the rest of the non-point dice and roll again. You now have a better chance at rolling a three-of-a-kind (or other combination) and increasing your score. 4 Keep rolling if you throw "hot dice." If all 6 dice become point dice, you must throw all 6 dice again and continue playing. This is called "hot dice." There's no limit to the number of hot dice you can throw, so technically, your turn can go on for a very long time if you're lucky. This is the best way to rack up points. However, if you "farkle," you lose all of your points for that turn. If all 6 dice are point dice on your first roll, you immediately get to throw all of them again. Taking out point dice one by one until all 6 have been turned into point dice is also a form of hot dice. Take this sample roll as an example: Roll 1: 1, 1, 2, 3, 5, 6 You set aside the two 1s and have 4 dice remaining. Roll 2: 1, 4, 5, 6 You set aside the single 1 and have 3 dice remaining. Roll 3: 5,

get asked. Winning (As Charlie might say) In order to win, A player must get 10,000 points recorded on the scratch paper for a normal game or 8,435,042 points recorded if you are going to play the extra long game. After a player gets over 10,000, each of the other players get one turn to try to beat the player who goes out. If none of them beat his or her score, then he or she is declared the winner. If someone beats his or her score then that player wins the game. Questions or Comments email: info@officialfarkle.com In the dice game Farkle, players take turns rolling a set of dice and aiming to score as many points as possible. The game involves luck, strategy, and decision making. The objective is to accumulate points by creating specific combinations with the dice. The more points you earn, the closer you get to victory! Farkle is played in rounds, and the goal is to be the first player to reach a certain point target, typically 10,000 points. You can adjust this target based on your preferences or the amount of time you have. Each round, players take turns rolling the dice, deciding whether to score their points or continue rolling to accumulate more. The game continues until someone hits the point target. But there's a twist! If you fail to score any points on your turn (this is called "Farkling"), you lose all the points you've accumulated in that round and pass the turn to the next player. This twist adds a lot of excitement and risk, making every roll a strategic decision. Farkle is all about balancing luck with smart decision-making. Sometimes you need to take calculated risks, push your luck, or play it safe, depending on the situation. Analyzing the dice rolls, considering your opponents' scores, and deciding whether to keep rolling or stop is where strategy comes in. (You can learn more about that in our detailed guide on Farkle strategy.) Now that you have a good overview of the Farkle rules, let's dive into the detailed rules and strategies. In the next sections, we will go over the step-by-step instructions, scoring combinations, different Farkle rules variants, and tips for maximizing your chances of winning. ADVERTISEMENT NUMBER OF PLAYERS Farkle can be played by 2 or more players, but is best with 3-8 players. FARKLE COMPONENTS To play Farkle, you'll need the following game components: There are also a huge variety of boxed Farkle games available, including Farkle party boxes that include dice, cups, and more for up to 6 players. (#ads) But if you want some awesome dice, shop our dice superstore at DiceGameDepot.comOver a thousand varieties of dice styles and colors for sale! You can buy dice as singles or in sets, allowing you to customize your Farkle games or provide every player with their own set of dice! And we provide a free printable Farkle score sheet and scoring and rules summary. Also, be sure and check out our downloadable, printable Farkle Pack - your ultimate Farkle companion! Inside, you'll find the classic Farkle rules, descriptions of optional rule and scoring variants, a handy score sheet with rule variant trackers, and a variant scoring and rules summary sheet. But wait, there's more! It also includes full instructions for two exclusive, adrenaline-pumping Farkle games: Time Bomb Farkle and Royal Farkle. In Time Bomb Farkle, you'll face the tantalizing temptation of an extra die. Use it to score points, but beware—it might explode and blow your points to smithereens! It's a high-stakes game of "do I or don't I?" that will have you on the edge of your seat. And then there's Royal Farkle, the high risks, high rewards variant. With a standard deck of cards and some differently-colored dice, regular Farkle transforms into a regal affair, where fortune and fate dance a tantalizing tango. Think you've got what it takes to be Farkle royalty? Spice up your Farkle nights with the Dice Game Depot Farkle Pack, featuring exciting rule variants and exclusive games for endless fun! ADVERTISEMENT Farkle Rules: Detailed Rules and Scoring The following Farkle rules are the most commonly used, but there are numerous variations to choose from (see our list of Scoring and Play Variations below). Before the game begins, players should establish which rules or variations will be used. Our scoring summary chart makes this process easy and provides for endless variety in your Farkle games! One player is chosen to begin and play moves clockwise around the table. On a player's turn, they roll all six dice and check to see if they have rolled any scoring dice or combinations. (See Farkle Scoring below.) Any dice that score may be set aside and then the player may choose to roll all the remaining dice. The player must set aside at least one scoring die of their choice if possible but they are not required to set aside all scoring dice. For example, if a player rolled 1-2-2-5-5-6 on their turn, they could set aside the 1 and the two 5's, or they could choose to set aside only the two 5's, or only a single 5, or only the 1. Any scoring dice that are not set aside may be rerolled along with the non-scoring dice. If all six dice have been set aside for scoring (known as having "hot dice"), the player can choose to roll all six dice again and continue adding to their accumulated score or they can bank their points, end their turn, and pass the dice to the next player. A player's turn continues until either they decide to stop (at which point they then score their accumulated points) or until they fail to roll any scoring dice on a throw. If a player scores no points on a roll, this is known as a Farkle. Rolling a farkle ends the player's turn and all of their points gained so far that turn are lost. At the end of a player's turn, any points they have scored are tallied on the scoresheet and the dice are passed to the next player. Farkle Rules: How Do You Score? There are ten different ways to score in the basic Farkle rules. By setting aside dice that match any of the following categories, you earn points! FARKLE SCORING 1 100 points 5 50 points Three 1's 1,000 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 1-2-3-4-5-6 3000 points 3 Pairs 1500 points (including 4-of-a-kind and a pair) Note that scoring combinations only count when made with a single throw. (Example: If a player rolls a 1 and sets it aside and then rolls two 1's on their next throw, they only score 300 points, not 1000.) Sometimes a single roll will provide multiple ways to score. For example, a player rolling 1-2-4-5-5-5 could score in one of the following ways: 100 points for setting aside the 1 150 points for setting aside the 1 and a single 5 500 points for setting aside the three 5's 600 points for setting aside the 1 and the three 5's In this case, scoring the 600 points is probably the best option, but should you then roll again using the two remaining dice? To get further insights into the game, read our article Farkle Strategies and Tactics for Dice Game Success. Farkle Rules: How Do You Win? The first player to score a total of 10,000 or more points on their turn wins. ADVERTISEMENT Farkle Rules: Scoring and Play Variations The Farkle rules described above are for the standard, original version of Farkle. But new optional rules and scoring variations have been created by Farkle fans around the world, and these are listed below. These can be used in combination with, or in place of, the basic scoring scheme above. You are free to choose any or all of the variations that you wish, although you may only want to use one or two at a time so that the game doesn't get too complicated. The basic scoring rules, along with all these variants, are conveniently listed on our free Farkle score sheets and scoring and rules summary. Three pairs = 500 pointsAlternatively: 600, 750, 1000, or 1,500 points Four of a kind = 2x (double) the 3-of-a-kind valueAlternatively: 1000 pointsAlternatively: 4x the 3-of-a-kind value Five of a kind = Triple the 3-of-a-kind valueAlternatively: 2000 pointsAlternatively: 6x the 3-of-a-kind value Six of a kind = Quadruple the 3-of-a-kind valueAlternatively: 3000 pointsAlternatively: 8x the 3-of-a-kind value Six 1's = 5000 pointsAlternatively: The player instantly wins Two triplets = 2500 points Three 1's = 300 points (Known as a Pocket Farkle) Straight = 1500 pointsAlternatively: 0, 1200, 2000, or 2500 points Opening ScoreWhen the game begins, each player must continue throwing the dice until they have scored at least 500 points or until they Farkle. Once they have reached the 500 points, they are free to continue rolling or end their turn.Opening scores of 350, 400, 600, or 1000 points may be used instead of 500. This rule makes it harder to start accumulating points, adding an extra layer of strategy and risk management to the early game. Higher (or Lower) Winning ScoreThe target score needed to win the game is greater or less than 10,000 (e.g., 20,000 or 5000) Hot Dice RollWhen a player uses all six dice in scoring combinations during a single turn, they must roll all of the dice again at least once.As another optional rule, the player receives an additional bonus of 1000 points if they score again with all six dice. This rule can lead to massive point accumulations and makes the game more unpredictable and thrilling. Three FarklesA player who rolls three Farkles in a row loses 1000 points. Toxic TwosFour or more 2's thrown in a single roll cancels the player's entire score for that turn and ends their turn immediately. No Points for 5sIn the standard game, a single 5 is worth 50 points. Some players choose to eliminate this scoring option to increase the difficulty. Without the safety net of scoring 5s, players must rely on higher combinations to accumulate points, making the game more challenging. High Stakes (or Greed)A player may choose to begin their turn by rolling the dice remaining from the previous player's turn (e.g., those dice that were not set aside for scoring from the previous player's turn). If the player scores with any of the dice on the first roll, they receive 1000 points in addition to any other points they may accumulate. WellfareA player must score exactly 10,000 points to win the game. If a player scores more than 10,000 points, then all points scored that turn are given to the player with the lowest score. Five Dice FarkleFive dice are used instead of six. (Obviously, certain scoring combinations, such as three pair, are impossible using this variant.) Team FarkleThe game is played in teams. Teammates sit opposite each other at the table and combine their scores. The game is typically played to 20,000 points instead of 10,000. Speed FarkleFor those who prefer a faster-paced game, Speed Farkle introduces a time limit for each player's turn, usually around 30 seconds. This rule keeps the game moving quickly and adds pressure to make rapid decisions. ADVERTISEMENT Farkle Rules: Scoring Tactics Mastering Farkle scoring requires a combination of risk assessment and strategic decision-making. Here are some tactics to improve your scoring game: Focus on high-scoring combinations: Prioritize rolling three of a kind, three 1s, three 6s, and a straight sequence, as these combinations offer significant points. Avoid excessive risk-taking: While attempting to achieve high-scoring combinations can be rewarding, be mindful of the potential consequences. Remember that rolling dice that do not contribute to any scoring combination will result in losing all your accumulated points for that turn. Strategically bank your points: If you have already scored points in a turn, consider banking them to safeguard your progress. This strategy prevents you from losing everything in case of a Farkle. By understanding the scoring system and implementing effective tactics, you can become a skilled Farkle player and outscore your opponents. So roll the dice, aim for those high-scoring combinations, and enjoy the thrill of the game! Tips for Beginners If you're new to Farkle, getting started can be exciting but also a bit overwhelming. Don't worry! In this section, we've gathered some valuable tips and advice to help you navigate your way through the game and make the most of your dice rolls. 1. Familiarize Yourself with the Rules Before diving into your first game of Farkle, take the time to understand the rules. Make sure you know how to score points and which combinations are valuable. This will lay a solid foundation for your Farkle journey. 2. Take Calculated Risks When playing Farkle, strategic decision-making is key. As you gain more experience, you'll learn to take calculated risks. Assess the potential point rewards of different combinations and consider the probability of rolling a specific combination. Don't be afraid to take chances, but always weigh the risks before making your move. 3. Know When to Stop Farkle can be an exhilarating game, but it's important to know when to stop. Pay attention to your score and the scores of your opponents. If you're ahead, consider playing more conservatively to protect your lead. If you're falling behind, taking bigger risks might be necessary to catch up. Remember, Farkle is a game of strategy and adaptability. 4. Stay Focused and Have Fun Lastly, keep in mind that Farkle is ultimately a game meant to be enjoyed. Stay focused, but don't forget to have fun along the way. Engage with your fellow players, celebrate each other's successes, and be a good sport. Whether you win or lose, the experience of playing Farkle should always be a positive one. By incorporating these tips into your Farkle journey, you'll be well on your way to becoming a skilled player. ADVERTISEMENT Farkle Rules: Advanced Strategies Ready to take your Farkle game to the next level? Check out our article on advanced Farkle strategies to help you assess risk, make strategic choices, and optimize your scoring opportunities. By mastering these techniques, you'll gain an edge over your opponents and increase your chances of victory in the game. Farkle Rules: Etiquette and Sportsmanship When playing the Farkle game, it's not just about winning; it's also about creating a positive and enjoyable experience for everyone involved. Good sportsmanship and following proper etiquette are key in fostering a friendly and respectful playing environment. Here are some guidelines to keep in mind: Show Respect to Fellow Players Practice good sportsmanship by treating all players with respect, regardless of their skill level or experience. Avoid excessive celebrating or rubbing your victories in the faces of others. Be gracious in defeat and avoid getting frustrated or angry. Remember, it's just a game! Communicate Effectively Be clear and courteous when communicating with other players. Use polite language and avoid using offensive or disrespectful words. Listen to others and give them a chance to speak. Allow everyone to express their thoughts and opinions. Ask for clarification if you don't understand a rule or scoring procedure. It's better to ask questions than to make assumptions. Be Mindful of Time Play in a timely manner and avoid unnecessarily slowing down the game. This shows respect for the other players' time and keeps the game flowing smoothly. Avoid distracting activities like using your phone or engaging in unrelated conversations while playing. Stay focused and attentive to the game. If you need to take a break or step away from the game momentarily, communicate this to the other players and ensure it does not disrupt the game's progress. Play Fair and Honor the Rules Follow the established rules of the game. Playing by the rules ensures fairness and prevents any disputes or arguments. Resist the temptation to manipulate or cheat the game for personal gain. Honesty and integrity are essential in maintaining a fair and enjoyable playing experience. Be gracious in accepting decisions made by the group when it comes to ambiguous situations or rule interpretations. Remember, the goal is to have fun together! By embodying good sportsmanship and practicing proper etiquette, you contribute to a positive and harmonious atmosphere during Farkle game sessions. Remember to play with kindness and respect for others, creating lasting memories and forging strong connections with fellow players. ADVERTISEMENT If you like Farkle, you may also want to give one or more of the following dice games a try. We provide free rules for each! Sevens Liar's Dice Zanzibar Yahzee Lock In ADVERTISEMENT Farkle is a fun and fast-paced dice game that combines luck and strategy. Players roll six dice to score points with combinations like three of a kind or a straight. Players can keep rolling to build their score or bank points, but if they roll no scoring combinations, they lose their points for the turn. Here's how to play: This post contains affiliate links. For more information, see our disclosures here. In Farkle, players roll dice to build up points based on specific scoring combinations. Your aim is to take risks, press your luck, and lock in high scores—without losing it all in a Farkle! Play Time: Approx. 30 MinutesContents: 6 Dice, 1 Shaker Cup, Score PadGoal: Be the first player to reach over 10,000 points! Choose one player to act as the scorekeeper. Each player rolls one die; the highest roller goes first. In case of a tie, reroll. Turns proceed to the left. On your turn, roll all six dice using the shaker cup. After each roll: Set aside any scoring dice. You must set aside at least one die to continue your turn. Reroll any remaining dice to keep building your turn total. If all six dice are scored and set aside, you may roll all six again to continue adding to your total. If you roll and don't score any points, that's a Farkle—you lose all points for that turn, and play passes to the next player. You must score at least 500 points in a single turn before your score can be written down for the first time. After reaching 500 or more in a turn, you can stop rolling at any time on future turns and add your points to your total safely. Once points are recorded, they're locked in and safe from future Farkles. Only single 1s and 5s score points individually. Three or more of the same number in a single roll earns points. Special combinations rolled all at once are also worth points (see below). You cannot combine dice from multiple rolls to form sets. For example, a 5 on your first roll and two more 5s on a later roll do not count as three 5s (500 points). After every roll, you must set aside at least one scoring die. CombinationPointsSingle 1100Single 550Three 1s300Three 2s200Three 3s300Three 4s400Three 5s500Three 6s600Four of any number1,000Five of any number2,000Six of any number3,0001-6 straight1,500Three pairs1,500Four of a kind + a pair1,500Two triplets2,500 Once a player reaches 10,000 or more, all other players get one final turn to try and beat that score. The player with the highest total after that round wins. First roll (6 dice): You roll and set aside a 5 (worth 50 points). Second roll (5 dice): You score a 1 (100 points) and three 4s (400 points), bringing your turn total to 550. You can stop and bank 550, or keep rolling. Third roll (1 die): You roll a 1 (100 points), increasing your total to 650. Since you've used all 6 dice, you can now roll all 6 again. Fourth roll (6 dice): You roll three 3s (300 points), take the safe route, and stop—ending your turn with 950 points on the score pad. So grab some dice, gather your friends and family, and get ready for a roll-and-score challenge with Farkle!

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