



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 doesnt get point-scoring combinations. But what happens then? Lets 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 scores, and a pencil/pen. Players choose the first person to start, and then the game proceeds as desired (clockwise). else, per Farkle rules. If they dont 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 in this game is to realize when to stop pushing the luck and when to go all out. Each players objective in Farkle is to score 10,000 points faster than the others and protect the lead. Keep in mind that avoiding farkling is equally important as scoring. Players need to assess when and how much risk to take to maximize their chances of winning. Curious to know how to play Farkle? Then, lets dig into the rules of Farkle. At a glance, a game of Farkle barely has any rules. Its mostly about rolling the dice with the aim of maximizing the score with the right combinations while avoiding Farkling. That being said, the mechanics of the game arent all that elementary. The game of luck. Lets learn more about the game of luck. Lets learn more about the game of luck. 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 the dice that havent been kept aside (not 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 winners 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 doesnt 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 lets discuss how to play Farkle and keep track of your score as many points as possible by landing particular dice combination/dice has a specific point or score associated with them/it. Lets find out what they are: Single 1 = 100 points Three 3 = 50 points Three 3 = 200 points Three (Rolling 1, 2, 3, 4, 5, and 6 in a single throw) = 1,500 points Three 1s and three 6s, two 5s, and two 6s) = 1,500 points Four of any number with a pair (e.g., Three 3s and three 4s) = 2,500 points Four of any number with a pair (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-of-a-kind = 2000 points / 4X Three-of-a-kind = 2000 points / 6X Three-of-Pocket Farkle = 300 points Straight = 0, 1200, 2000, or 2500 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 ScoreInstead of 500 as the minimum opening score, you can opt for 350, 400, or 450 to start the game faster. Winning ScoreDepending on the players, a 10,000-point game can seem long-drawn 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 If a 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 rounds point is canceled. WelfareAccording to the rules of Farkle, the winning player must have exactly 10,000 points. If the winning player rolls four or more 2s in a single roll, then their entire rounds point is canceled. for that round are given to the player with the lowest score. Teammate FarkleIn this alternative method, players team up and sit opposite each other. The total score to be played is 20,000. Piggyback Version (High Stakes) Play the piggyback version of this game, which is double the fun because of the higher stakes. In this modification, the first player throws all 6 dice and keeps aside only a few dice for scoring. If the second player can use the dice left from the previous throw (the dice that are not points on top of whatever score they accumulate from that throw, per modified Farkle rules. Five-Dice Farkle Reduce the number of dice to eliminate a few point-scoring combinations. For example, you can play with only 5 dice, thereby removing a few combinations but increasing the odds of a straight, making the Farkle is basically when a player rolls the dice, but none of those above combinations are accumulated. By farkling, a player ends up losing/forfeiting all the points that they had collected in that round. This means that a player can have hot dice or the highest score in a round. But by the end of their turn, if they end up with no point-scoring combinations, they Farkle and lose all the points they had acquired in that round, per Farkle rules. There can be so many different variations of this great game, and the best part is you can try: A lot of people believe that Farkle is all about luck. That is absolutely not true! There is luck involved, but one needs a sound strategy as well. In this section, we shall talk about some really useful tips and techniques that might help you win your next game of Farkle: Just because you are on a roll and have hot dice doesn't mean you need to throw again. The primary objective is to avoid farkling while also scoring. Most people tend to play aggressively near the end of the game. This can either backfire or help the player win. Assess the previous rounds and the other players scores before you gamble. Depending on the stage of the game, decide which dice to put aside. For example, if you roll a combination of 1, 2, 5, 5, 4, you can decide whether to keep the 1 and the three 5s and roll the rest or keep the three 5s and roll all of the rest again. Farkles origins can be traced back to the ancient times when dice games were popular. The modern adaptation of the game is believed to have originated in the United States during the mid-20th century. There is no upper cap on the number of people who can play Farkle at the same time. With more players, the game usually lasts longer, and the Farkle score also intensifies. Farkle is played by different communities in different parts of the world. The game available on mobile phones and other digital devices. As per the Farkle rules, the minimum number of players required to play is two. However, you can have a lot more players, and that is when it gets really fun! Yes, of course, you can roll after scoring! However, be careful lest you Farkle and give up all your points from that round. Six regular dice with six sides are used in Farkle. Every player gets three rolls per turn in a standard Farkle game. For the first roll, players need to roll all 6 dice. Then, they can set aside one scoring die for every turn following that. They can set aside one scoring die for every turn following that. the most entertaining games you can play with menial set-up and explanation. It is elementary to understand and play, which is why it is also one of the most people say, Farkle is not all about luck. It requires strategy and decision-making skills while also playing per Farkle rules. So the next time you are on hot dice, think twice before you roll again! Now that we have learned about the Farkle rules, lets learn about another sport, shall we? How about Softball Rules? Click here to learn the rules! Anywhere from 2 or more players, making Farkle the ideal family and friend game. Farkle is a game of chance and strategy where two or more players roll six dice which earn points. The goal is to be the player with 10,000 or more points on the final turn. Each player starts their turn by rolling six dice. After rolling, the player starts their total points and pass the dice to the next player or risk the points earned that turn and roll the remaining dice again, hoping to earn more points. If the remaining dice rolled do not have a scoring combination, then the player has FARKLED and points earned that turn are gone forever. If the player has successfully, with some luck and strategy, used all six dice to score, then the player gets to roll all six dice again for a chance to earn more points. This hot dice move can be repeated over and over. When the player with the highest score above 10,000 points on the final round of play. The following combinations can be scored: a singe dice showing a 1 (see image above) or a 5three of a kind, such as, 2 2 2 (see image above) three pairs, 2 2, 4 4, 6 6 for examplea six-dice straight, 1 2 3 4 5 6You must select at least one scoring die after each roll. After you select the dice you want to keep you can either risk all the points earned this turn and roll the remaining dice (the fewer dice you roll the greater the chance you will Farkle, see Farkle Odds) or bank those hard earned points on your way to 10,000 + points. When 10,000 or more points are scored, that player goes out. Each player gets one more turn to beat the high score (this rule varies by families and friends). Scoring is based on selected dice in each roll. You cannot earn points by combining dice from different rolls. For example, if you roll a 5, 5 (50, 50 points), you cant combine the 5, 5 with the 5, to form three of a kind (which is 500 points). (See image below) Our iOS and Android apps puts a bar between the each roll to remind you of this rule. If none of your dice that can be scored points, you get a Farkle and lose any earned points that round. Warning! Three Farkles in a row and you lose 1,000 points. Ouch! The 1 and 5 spot dice are super special, as they are the only dice that can be scored outside of a combination (such as three of a kind). A 1 earns 100 points 5 earns 50 points Three 1s are special and earn 1,000 points Three 1s are special for 150 points. You then opt to roll the remaining four dice. On that roll, you get 2, 2, 2, and 6. You select the three of a kind (2, 2, 2) for 200 points and decide to bank your 350 points (150 plus 200). The final round starts as soon as any player reaches 10,000 or more points. Farkle is a very old game and is played throughout the world. Rules vary by country, by states, even within families. The official rules above are the most common but here are a few scoring and fun game play variations. Break In Score A minimal score needed to get on the board. You must keep rolling until that amount is reached, such as 300 points. Three Pairs to score, while others score it as 500, 750 or 1,500 points. Triple Farkle Usually 1,000 points are deducted (ouch) but some players only deduct 500 points, while others deduct zero, especially when playing with children. Three Aces Score Although the classic is to score 1,000 big points, others will simply score it as 100 points. Must Roll Again: If all Six Dice Scored AKA Hot Dice; If you select all the dice you must roll again.4 of a Kind Take the score of three of a kind and multiply it by 3.6 of a Kind Take the score of three of a kind and multiply it by 4.5traight Score Points scores vary from 1,000 to 1,500. Play to 5,000 Instead of 10,000 points you can play a game play to 20.000. Two Triples Score 2500 points instead of the values of both triples Piggybacking or High-Stakes Instead of rolling six dice you can choose to roll the previous players. For example, the previous players may have rolled, 5, 5, 5 and banks 500 points. You can choose remaining three dice and if those dice score then you get 500 points plus the amount you rolled. This rule will completely change the risk taking behavior of the game because the player now needs to think about their and the next players risk tolerance. Copyright Smart Box Games 2003 - 2025 Scroll to top Our Farkle Rules are in PDF format. Just click on the picture of the Farkle Rules to open the file and print. We created our Farkle Rules to be used with our Farkle game. Farkle (also referred to as 10000 and Zilch) is a very popular dice game of unknown origin. It can be played with just a set of six dice and some paper for scoring. The rules are simple - providing the perfect mix of luck, strategy, and risk-taking. The player takes turns rolling the dice. When it's your turn, you roll all six dice at the same time. You can practice rolling dice on our Dice Roller page Points are earned every time you roll a 1 or 5, three of a kind, three pairs, a six-dice straight (1,2,3,4,5,6), or two triplets. If you rolled at least one scoring die, you can bank your points and pass the dice to the next player, or risk the points you just earned during this round by putting some or all of the winning dice (dice) aside and rolling the remaining dice from different rolls. You can continue rolling the dice until you either Pass or Farkle. Then the next player rolls the six dice until they Pass or Farkle. Play continues until it is your turn again. The final round starts as soon as any player reaches 10,000 or more points. The scoring dice are (in a single roll): ONES : 100 FIVES : 50 3 ONES : 1000 3 TWOS : 200 3 + 1000 5 OF A KIND : 2000 6 OF A KIND : 2000 6 OF A KIND : 2000 5 OF A KIND : 2000 6 OF A KIND : 2000 7 A KIND : 2000 7 A KIND : 2000 6 OF A KIND : 2000 6 OF A KIND : 2000 7 A KIND : 2000 7 A KIND : 2000 6 OF A KIND : 2000 6 OF A KIND : 2000 7 A KIND : 2000 6 OF A KIND : 2000 6 OF A KIND : 2000 7 A KIND : 2000 for various scoring combinations, but be careful - if ye fail to score, those points are gone! Pirate Farkle Deluxe awards double points for certain scoring combinations! Includes 6 standard size dice (5/8"), black dice bag, instructions and score sheet. For 2 or more players. Ages 8 to adult. GET 1 FREE DICE CUP WITH PURCHASE OF 2 GAMES! Pirate Farkle Deluxe Price\$14.95 WARNING: CHOKING HAZARD - Small parts. Not for children under 3 yrs. This pirate dice game is simple to learn and fun to play! Roll them bones and earn points for various scoring combinations, but be careful - if ye fail to score, those points are gone! Includes 6 standard size dice (5/8"), black dice bag, instructions and score sheet. For 2 or more players. Ages 8 to adult. GET 1 FREE DICE CUP WITH PURCHASE OF 2 GAMES! Pirate Farkle Black Price\$14.95 WARNING: CHOKING HAZARD - Small parts. Not for children under 3 yrs. This pirate dice game is simple to learn and fun to play! Roll them bones and earn points for various scoring combinations, but be careful - if ye fail to score, those points are gone! Includes 6 standard size dice (5/8"), black dice bag, instructions and score sheet. For 2 or more players. Ages 8 to adult. GET 1 FREE DICE CUP WITH PURCHASE OF 2 GAMES! Pirate Farkle White Price\$14.95 WARNING: CHOKING HAZARD - Small parts. Not for children under 3 yrs. This pirate dice game is simple to learn and fun to play! Roll them bones and earn points for various scoring combinations, but be careful - if ye fail to score, those points are gone! Includes 6 standard size dice (5/8"), black dice bag, instructions and score sheet. For 2 or more players. Ages 8 to adult. GET 1 FREE DICE CUP WITH PURCHASE OF 2 GAMES! Pirate Farkle Red Price\$14.95 WARNING: CHOKING HAZARD - Small parts. Not for children under 3 yrs. These polypropylene jars make ideal dice cups for farkle and other dice games. Black high gloss finish. Includes a twist-off lid so it can double as a dice carrier! Measures about 3-1/2" tall x 3" across. Not sold seperately - must be puchased with one of our dice games. GET 1 FREE DICE CUP WITH PURCHASE OF 2 GAMES! Dice Cup Price\$2.95 Farkle is a fun dice game with easy to learn instructions. This new deluxe version awards double points for red, white, and blue scoring combinations! Includes 6 standard size dice (5/8"), black dice bag, instructions and score sheet. For 2 or more players. Ages 8 to adult. GET 1 FREE DICE CUP WITH PURCHASE OF 2 GAMES! Farkle Deluxe Price\$10.95 WARNING: CHOKING HAZARD - Small parts. Not for children under 3 yrs. STANDARD SIZE DICE (5/8") ALSO AVAILABLE IN THESE CLASSIC COLORS: Red Farkle Price\$10.95 Blue Farkle Price\$10.95 Yellow Farkle Price\$10.95 Black Farkle Price\$10.95 GET 1 FREE DICE CUP WITH PURCHASE OF 2 GAMES! WE CAN MIX AND MATCH THE ABOVE COLORED DICE TO CREATE A CUSTOM SET FOR YOU! Farkle is a Jeopardy-type dice game, where players attempt to roll specific numbers in order to add to their score. Like in any dice game in the Jeopardy genre, players can continue to roll in the hopes of increasing their score. However, Players who fail to lock in their score by rolling again stand to lose it all! Farkle is commonly played as a home game, players who fail to lock in their score by rolling again stand to lose it all! there are many variations and house rules. Since it would be unfeasible to list every possible combination of rules, this article will be concerned with the most basic, common rules of Farkle. As it is intended as a home game, the materials used can be ad hoc. Most usually, the things needed can be found in any home. Simply put, all one needs for a game of Farkle is two or more Players, and: Six 6-sided Dice. Pen or Pencil and Paper The aim of the game in Farkle is to be the first Player to reach 10,000 points. Each scoring dice at the start of the game. The Player with the highest roll will take the first turn of the game. If there is a tie, those tying Players shall roll their dice again, until one has a higher roll than the others. Subsequent turns will follow from this Player in a clockwise fashion. The Player in a clockwise fashion. The Player taking the first turn will gather all six of the dice, and roll them. Player shall roll their dice again, until one has a higher roll than the others. 5s, or from sets of three dice that are the same number (Such as three 4s). Players may set aside bice that have scored after each throw. For example, suppose that there were two 1s rolled. Then the Players shall, if they wish, set aside those two dice and tally their score in the Players running total. Players can continue to roll their remaining dice that have not been set aside. Continuing from the previous example, the Player would be able to roll the remaining four dice. Players turn, and converts their running total into their Score. However, if a Player makes a roll and does not achieve any scoring dice, then they will be Farkled and lose their whole running total as well as ending their turn. Conversely, if a Player manages to score with all six dice, either on one roll or in multiple rolls, they have Hot Dice. The scores are added to the running total, and Players are once again allowed to roll with the full complement of dice. The process here repeats, with Players removing scoring dice from Play until they lock in their score, Farkle, or roll another set of Hot Dice. Once a Players turn has ended, they running total is 0. Otherwise, their running total as it is. If they Farkled, their running total is 0. Otherwise, their runnin That Player repeats the same process on their turn, passing the dice to the next Player, and so on. Players win the moment they lock in a running total had been enough to win the game, will instead lose their running total and skip their turn. Players can adjust this point total to make a longer or shorter game, though it is recommended to adjust the score threshold in increments of 1,000. Players receive a Score by locking in their running total. A running total is only officially added to a Players score once they officially lock it in. This is what makes Jeopardy dice games so exciting. The thrill of running a high total, and then the crash of losing it all on a Farkle. Scoring Dice as they have been referred to above, are any individual 1 or 5, or groups of three dice that are all matching numbers. Each of these is scored differently, and Players are given the choice of whether they want to count their 1s and 5s individually, or use them in groups of three for a higher score. A table is provided immediately below, giving the values of each valid scoring individual Die (5)50 Points per scored diceIndividual Die (5)50 Points DiceScore ValueIndividual Di 4s400 PointsThree-Kind of 5s500 PointsThree-Kind of 5s500 Points A quick summary of the game rules can be found below: Players are free to roll their remaining dice and continue to score. If Players are free to roll their remaining dice and roll again. If Players are free to roll their remaining dice and continue to score. score no dice, then they have Farkled and lose their score. Players may not add together rolls. For example, if a Player scores a 1 individually on their first roll, and then two 1s individually scored 1s. Players may combine dice from the same roll. For example, a Player could roll 4 dice, and receive an individual 1 and a three-kind of 2s, and score them both at the same time as well as receiving Hot Dice. Players take turns until one of them locks in a score of (usually) 10,000 points. That Player becomes the winner the instant their running total is locked in as a score over 10,000. Imagine that it is your turn in a game of Farkle. On your first throw, you receive the following six dice: 2 3 5 2 6 3 An unfortunate first roll! The 2s and 3s nearly became a Three-Kind, but neither paid off. All hope is not lost though. With a single 5 to score as an individual for 50 points in the running total, you are able to roll again! Rolling then five remaining dice yields: 1 6 6 5 3 Another failure to match three together, but there are individual 1s and 5 for 150 points, or score only one of them and roll the extra die? By scoring them both, you could lock in 200 points or roll three dice in the hopes of a three-kind or an individual 1 or 5. By scoring only the 1, for 100 points, however, you would be given an additional die to roll. Although the guaranteed score is lower, the odds of scoring again are increased. This is the risk vs. reward of a Jeopardy game. Players should always be asking themselves Should I stay, or should I push my luck? Using your 1s and 5s individually may seem foolish, as they gain far less score, but sometimes it is the better play to make. By taking the 1s and 5s individually, you may be able to roll more dice on subsequent roll. A group of three 5s is only 500 points. By only scoring one of the 5s, you could then roll all 5 dice for a potentially better roll, or even Hot Dice. One of them will have to be scored, in order to avoid a Farkle. This does not apply to a three-kind of 1s. That is the largest scoring dice combination possible, and should always be kept. Always take the subsequent roll if you get the Hot Dice, unless you have a very high running total. The odds of Farkling when rolling the full complement of Dice are very low. Unless you have a running total of 1,000 or more, always roll when you get Hot Dice. Read more about advanced strategy here. While both games have a poker-like scoring system, they have several differences. Farkle depends purely on luck with dice rolls, while Yahtzee requires some skill in choosing which dice to hold. Yahtzee has more strategy since players pick the scoring category after rolling. Sort of. There is a single-player version called Farkle Solo where you roll dice for 10 turns, following the normal scoring rules to earn points. But the regular game needs at least two players to compete together. The game can be played with at least 2 players. While there is no hard maximum, we have a single-player version called Farkle Solo where you roll dice for 10 turns, following the normal scoring rules to earn points. suggest playing with 3 to 8 people for the best possible experience. Farkling thrice consecutively results in a penalty. But the precise amount lost differs based on the house rules. The most common is either a 500 or 1000-point deduction. The decision to roll or hold with three dice remaining in Farkle is a critical moment in the game. While the odds of Farkling are around 28%, the optimal strategy depends on your current score, your opponents score, and your personal risk tolerance. If youre behind, its often wise to roll again, even if it risks a Farkle. Conversely, if you have a significant lead, it may be prudent to hold your score and avoid the potential loss of points. Additionally, consider the proximity of both players to the 10,000-point threshold.Ultimately, the decision to roll or hold is a delicate balance between calculated risk and intuition. While the odds provide valuable information, theres also a place for gut feelings. By carefully weighing these factors, you can increase your chances of making the best decision and securing a Farkle victory. If youre ready to dive into the world of Farkle, consider downloading a Farkle app for your iPhone or Android device. These apps provide a convenient and greed. Players roll to score points, and can press their luck to improve their hand by choosing to reroll. But watch out, get too greedy and a single bad roll can wipe out all of your points for that turn.ObjectiveBe the first to earn 10,000 points by rolling 6 dice in scoring combinations.Number of PlayersFarkle is played with 2 or more players.Equipment / What you need are: 6 diceScoring sheetSomething to write withYou can also consider getting a Farkle set that has everything you need and is good as a gift. Or just put together your own set with the items above. SkillsAdditionMultiplicationProbability / strategyWhy we like itEvery turn requires a choice that pits fear and greed against each other, which adds excitement. This game also builds addition skills as well as multiplication. It also introduces probability and strategic decision making on which dice combinations to score and when to press their luck. How to Play Farkle is 6 dice and 2 or more players. 2: Determine who goes first through a roll-offLike most dice games, we recommend doing a roll-off to determine who goes first. Each player rolls a single die and the highest roll goes first. In the case of a tie, the players who tie reroll until the first player rolls all 6 dice. If any dice are scoring: The player is then faced with the fear/greed decision. Score the points, or press their luck to improve their score. Scoring dice include 1s and 5s, as well as a number of poker-style combinations (pairs, straights, etc) as outlined below. If no dice are scoring: If no dice are scoring: If no dice in the initial roll score points, this is a Farkle, and the turn ends.3B: Choose to reroll dice to improve scoreAny roll that has at least one scoring die may be rerolled to improve the hand. Just select which scoring dice, and reroll the remaining dice. You can continue to reroll as many times as you want as long as youre setting aside at least one scoring die each roll (for a maximum of 6 possible rolls if you were to only keep one die per roll, which would be very rare).3C: Bank the score their hand as it is, per the scoring roll, the player may choose to score their hand as it is, per the scoring roll, the player may choose to score their hand as it is, per the scoring roll, the player may choose to score their hand as it is, per the scoring roll as it is, per the scoring roll as it is, per the score their hand as it is, per the score the either: The player rolls or rerolls and has no scoring dice.3E: Bonus rollAt the end of a hand, if a player was able to have an option to take bonus rolls or rerolling scoring dice.3E: Bonus rollat the end of a hand, if a player was able to have an option to take bonus rollat the end of a hand. and repeat steps 3A-3D above. If a Farkle is rolled during the bonus, they also score zero points for the whole round, including the 6 dice previously rolled. Players can earn multiple bonus rolls as long as they keep scoring all 6 dice.3F: Add the score for the roundWhen scoring, dice that were set aside on multi-roll turns must be played in the grouping for that role. They cannot be combined with dice from other rolls to form new scoring combinations. Scoring will be as follows: 5 = 50 points 1 = 100 points 3 = 300, 4 = 400, 5 = 500, 6 = 600 of a kind = 2,0006 of a 1,5003 pairs = 1,5004 of a kind + pair = 1,5002 x 3 of a kind = 2,5004. Play continues clockwise (or alternates if 2 player) The next player will take a turn following the same rules outlined above.5. Continue taking turns/rounds until 10,000 points and declare a winnerPlay continues until one player reaches 10,000 points and is declared the winner.Farkle Video TutorialFarkle ScoringHere are the standard Farkel point scoring rules: 5 = 50 points of a kind = 2,0005 of a 1,5002 x 3 of a kind = 2,500Farkle Printable Score SheetLooking for an easy cheat sheet to Farkle scoring? Farkle RulesA Farkle is any roll with no scoring dice, which ends the turn and scores the turn as a zero, regardless of any points scored in prior rolls of that turn. A player must keep at least one scoring dice, which ends the turn and scores the turn as a zero, regardless of any points scored in prior rolls of that turn. dice to improve their hand. A bonus roll of all 6 dice is awarded anytime all 6 dice score points. The winner is the first player to score 10,000 or more cumulative points. Scoring dice in a turn must be scored in the way they were set aside on an individual roll, and can not be combined with dice from other rolls to form a new combination. Variations: Opening score: Many people play with an opening score requirement of 500. That means that until you bank a score of 500 or more, no other points can be scored. This adds some excitement and variations: Weve outlined the most common scoring above, but scoring varies widely by those who play it. For example: Triple 1s: The commercial version of Farkle, called Pocket Farkle scores a three-of-a-kind with 1s as a 300, instead of 1000, while others give no bonuses for 1s that make up 4-of-a-kind, or 6-of-a-kind, o TON of other scoring variations. Triple farkle penalty: Some people play with a 1,000 point penalty for any player who rolls a Farkle for 3 turns in a row. This is a way to punish constant risk-taking. But, in our view, is unnecessary because the player already had no score for 3 turns in a row. This is a way to punish constant risk-taking. But, in our view, is unnecessary because the player already had no score for 3 turns in a row. opponent after a player reaches 10,000 points. We dont like this rule. Sure, it adds some excitement to the final roll, and people who are far off of 10,000 points. But it feels nice and clean to have the game end and the winner declared when the first person reaches 10,000 points. Farkle with other names and rules: The Farkle game has many offshoots with the same base rules, but their own twists. Here are the Farkel game variation)1000/5000/1000010000, Ten Thousand6 DiceCosmic WimpoutGreedHot DiceSquelchZilchZonkFarkle FAQsWhere are the origins of the name Farkle? The exact origins of the Farkle name are unknown. There are a few theories, but none are clearly the winner. A few of the theories include: Farkleberries would make poor dice). Sir Albert Farkle to play the game (but there are a few theories) that dried farkleberries would make poor dice). is little documentation to support it). Farkle as a curse word replacement: The term oh farkle could replace another common phrase. What does Farkle is any roll that has no scoring dice, whether on the initial or subsequent rolls, ending the turn and wiping out any points earned in that round. Is Farkle the same as Yahtzee?Farke is not the same as Yahtzee, although it does share some common poker combinations. Notable differences between Farkle and Yahtzee are that in Farkle you:Cant reroll dice that have been previously set asideScore the dice set aside as rolled and dont combine them with previous rollsYou play to a fixed 10,000 points instead of highest score winsUse a different scoring systemCan wipe out the points previously scored in a turn if the dice in that roll are non-scoringAnd moreFarkle is a thrilling dice game, similar to Liars Dice or Yahtzee, thats perfect for game nights with friends and family. Unlike games of pure strategy, like Ship, Captain, and Crew, Farkle combines luck with calculated risk-taking. Each roll presents a dilemma: bank your points and play it safe, or roll again for a chance to score even higher combinations like three-of-a-kind or a straight, just like in poker. Why is Farkle so popular? Its incredibly easy to learn, fast-paced, and offers those will they, wont they moments that keep everyone on the edge of their seats, much like Bunco or Shut the Box. Whether youre a seasoned dice roller, familiar with games like Pig Dice or Shoot Dice, or a complete beginner, Farkle offers a level playing field where anyone can win. Ready to roll some dice and embrace the thrill of risk? Farkle, a classic dice game perfect for family game night, is all about pushing your luck and outsmarting your luck and outs six-sided dice no need to get fancy! (Though colorful dice are always fun.) Scorekeeping: Grab a notepad, a whiteboard, or even that dusty napkin holder anything to keep track of those glorious points. The Objective: Be the first player to rack up a total of 10,000 points. But heres the catch: Farkle is a game of calculated risks. A single unlucky roll can wipe out your hard-earned progress. Gameplay: A BreakdownDetermining the First Roller: Each player rolls a single die. The highest roll gets to go first! Ties? Keep rolling until a single champion emerges. Your Turn Begins: Its time to roll those six dice. Give them a good shake (or use a fancy dice cup if youve got one) and let em fly! Analyze Those Dice: Now, scan your roll carefully, looking for scoring combinations. These can include single 1s and 5s, three-of-a-kind, straights, and more. (Dont worry, well cover all the scoring rules in detail in the next section!) The Big Decision: Roll Again or Bank Your Points? This is where Farkle gets really interesting! Youve scored some points, but those non scoring dice are whispering sweet temptations in your ear. Do you push your luck for a chance to score even more combinations, or do you play it safe and bank your points before a dreaded Farkle. You lose all those precious points you accumulated during that turn, your turn ends, and the dice move to the next player. Ouch!Hot Dice: Riding the Wave of Fortune: But hold on, theres more! If you manage to score on all six dice, congratulations! Youve got what we call hot dice, a beautiful moment in any Farkle game. This earns you a bonus turn you get to roll all six dice again and keep building your score. You can keep riding that wave of hot dice for as long as you keep hitting those scoring is essential for strategizing your turns and leaving your opponents in the dust. Heres a breakdown of how to rack up points in Farkle:Before we dive into the specifics, heres a quick look at the possible scoring combinations in Farkle:Single 5sThree-of-a-KindSix-of-a-Kind theyre worth!The Lonesome 1: Roll a single 1 all by its lonesome, and youll snag 100 points.The Five Spot: A lone 5 rolling your way will earn you 50 points.Triple 1s: Land three 1s on a single roll, and youve hit a sweet spot a cool 1,000 points!Three-of-a-Kind: Matching triplets of any other number (2s, 3s, 4s, 5s, or 6s) earn you 100 points multiplied by the face value of the dice. For example: Three 2s = 200 points (3 x 100) And so on Four-of-a-Kind: Five of a kind? Even better! Youve racked up a hefty 2,000 points. Six-of-a-Kind: Talk about a Farkle power move! Achieve the nearimpossible six-of-a-kind, and youll be rewarded with a massive 3,000 points. The Straight: Just like in its namesake card game, a straight (rolling a 1, 2, 3, 4, 5, and 6) in Farkle is a thing of beauty, earning you a respectable 1,500 points. Three Pairs: Score another 1,500 points by rolling three distinct pairs of dice. For example, two 1s, two 3s, and two 5s.Four-of-a-Kind + a Pair: Combine the power of a four-of-a-kind with a pair, and youve also scored a cool 1,500 points.Two Triplets: If youre really on a roll (pun intended!), score two sets of triplets (like three 2s and three 5s) to claim a massive 2,500 points.Keep on Scoring: To keep your turn alive and those dice rolling, you must score at least one scoring combination on each roll. No scoring dice? Thats a Farkle, and your turn is over. One Roll Wonder: Scoring combinations must be achieved within a single roll. You can the drivers seat! You can choose to score only some of your scoring dice if it benefits your overall strategy. For example, if you roll two 5s and a 1, you could keep all three for 200 points, and roll the remaining dice for a shot at a higher-scoring turn. Its all part of the Farkle fun!Sure, theres luck involved in any dice game, but Farkle is more than jus rolling and hoping for the best. To become a true Farkle master, you need to embrace the strategic depth hidden within those tumbling dice. This means understanding probabilities, managing risk, and even using a bit of psychology to gain an edge over your opponents. Early Game Boldness: When your score is low, the odds are surprisingly in your favor. You have a roughly 83% chance of rolling at least one scoring combination with six dice! This makes it the perfect time to take some calculated risks and build a respectable base score. For example: If you roll two 5s and a 1 on your first roll (150 points), its usually a good idea to roll the remaining dice. The potential reward of scoring more combinations outweighs the risk of a Farkle. Remember, the average score per turn in Farkle hovers around 300-400 points. If youre sitting on a comfortable lead or approaching the coveted 10,000 point mark, banking those points might be the wisest move. For example: Lets say you have 9,000 points and roll a four-of-a-kind (1,000 points). Banking the odds (Or Letting Your Gut Be Your Guide): While you dont need to be a math whiz to enjoy Farkle, understanding basic probabilities can refine your decision-making. For instance, rolling a single 1 or 5 has a 1 in 3 chance your most consistent scoring options. However, chasing a straight (with its tempting 1,500 points) is a long shot, with a mere 1 in 648 probability on a single roll. Sometimes, trusting your instincts can be just as effective!Know Your Opponents: The Psychology of Dice Rolling: Expert Farkle players are masters of observation, analyzing their opponents betting patterns) to anticipate their moves. Example: If youre up against a daredevil who keeps rolling even with a mountain of points, adjust your strategy to be more conservative. Theres a higher chance theyl eventually get burned by a Farkle, giving you an opening to catch up. Conversely, if youre facing a timid player, a few risky rolls on your part might make them tighten up, leading to safer (and potentially lower-scoring) plays on their turn. The Scoreboard as Your Ally: Never underestimate the power of the scoreboard! Its not just about your points; its about how you stack up against the competition. Is someone on the verge of hitting 10,000? Time to get aggressive! Consider taking bigger risks to bridge the gap before they claim victory. Hot Dice: More Than Just a Bonus: Landing a hot dice roll isnt just about racking up points its about leveraging the psychological impact. That string of successful rolls can rattle your opponents, making them second-guess their instincts or take unnecessary risks to try to keep pace. Think again! Just like any good dice game, Farkle offers endless possibilities for customization. Seasoned Farkle players know that adding a few twists to the rules can lead to even more exciting gameplay. Whether youre looking for a subtle shift in strategy or a complete shake-up of the dynamics, explore these Farkle variations and create your own house rules: The Three 1s believe three 1s shouldnt be quite as rewarding, reducing their value from 1,000 points to 300 points. This seemingly small tweak can dramatically impact early-game strategy, encouraging players to take more risks for a shot at higher-scoring combinations. Mega-Points for four-of-a-kind, five-of-a-kind, or the ever-elusive six-of-a-kind. For example: Four-of-a-Kind: 1,500 points Five-of-a-kind, five-of-a-kind, five-of-a-kind, or the ever-elusive six-of-a-kind. For example: Four-of-a-kind, five-of-a-kind, five-o Kind: 2,500 pointsSix-of-a-Kind: A glorious 5,000 points! Opening Score: Work for Those Points: For a more challenging twist, introduce an opening score requirement. In this variation, players must first reach a specific point threshold (usually 350 or 500 points) before they can start officially recording their scores. Until they hit that target, theyre stuck in a sort of Farkle limbo! This variation adds an extra layer of strategy, especially for players who prefer a more cautious approach. Hot Dice Pressure Cooker: No Rest for the Wicked: Want to inject even more excitement and risk into those hot dice rolls? Try this variation: when a player scores with all six dice, they must roll again no banking allowed! This keeps the action fast-paced and creates more opportunities for dramatic comebacks. Three Farkles and Youre Fined: Add a dose of risk management to the game with a penalty for reckless rolling. Implement a rule stating that three consecutive Farkles result in a deduction of points (e.g., -100 points) from the players score. This encourages more strategic decision-making and adds an extra layer of consequence to those roll-or-bank dilemmas. Remember, these Farkle variations are just a starting point. Dont be afraid to get creative and come up with your own house rules! Adjust scoring values for specific combinations, introduce fun penalties for rolling all 1s, or even create entirely new ways to score points. The beauty of Farkle lies in its adaptability and the endless potential for customizations! A: Thats the magic of hot dice! You get to roll all six dice again and keep adding to your score. Keep that streak going as long as you can!A: Nope! In Farkle, all scoring combinations must be formed within a single roll. Think of it like a mini poker hand you have to work with what youve got in front of you.A: Its a photo finish! In Farkle, the first player to hit 10,000 points wins, even if another player reaches that score on the same turn. Its all about being the first to cross that finish line.A: Absolutely! Farkle is all about flexibility. Want a quicker game? Lower the winning score to 5,000. Feeling ambitious? Aim for 20,000 or even higher! You can adjust the target score to 5,000. Feeling ambitious? Aim for 20,000 or even higher! You can adjust the target score to 5,000. talking! Side bets are a great way to add a little extra spice to your Farkle game. Get creative and come up with your own house rules. Here are a few ideas to get you started: Snack Attack: The player with the lowest score at the end of the game buys the snacks for the next Farkle night. Crown of Glory: The winner gets to wear a silly crown or hat for the rest of the night because who doesnt love a little playful humiliation?Dare to Roll: Before each turn, players can wager a small points; if theyre wrong, they lose them.Remember, Farkle is all about having fun and enjoying the company of friends and family. So get creative, make those side bets interesting, and let the good times roll!1Roll the dice to see who will start the game. As long as you have at least 2 people, theres 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. 2Designate one person to be 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 pointsThree 3s = 300 pointsThree 4s = 400 pointsThree 5s = 500 pointsThree 5s = 500 pointsThree 4s = 400 pointsThree 5s = 500 pointsTh any number = 2,000 pointsSix of any number = 3,000 points(e.g., Two 1s, two 5s, and two 6s)Four of any number with a pair = 1,500 points (e.g., Two 1s, two 5s, and two 5s) and three 4s) Advertisement 3Roll 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 its your turn, roll all 6 dice at the same time. Remove at least 1 die that is worth points (called a point dice, 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 dont throw any point dice, your turn is over, and you farkle. If you farkle before reaching 500 points, your score stays 0, and youll try again on your next turn. You dont have to set aside all of the point dice to get a higher score. For example, lets 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. If all 6 dice become point dice, you must throw all 6 dice become point dice. If all 6 dice become point dice, you must throw all 6 dice become point dice. number of hot dice you can throw, so technically, your turn can go on for a very long time if youre lucky. This is the best way to rack up 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 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, 6You set aside the single 1 and have 3 dice remaining. Roll 2: 1, 4, 5, 5, 5Three 5s is worth 500 points. All of your dice have become point dice, so now you must throw all 6 hot dice again.5Keep 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, 3, 5, any of the following plays are possible: Score three 3s as 300 points and then roll the remaining five dice. Score three 3s, the single 1, and the single 5 for a total of 450 points. In the cases where you roll hot dice and get to keep your 450 points. In the cases where you roll hot dice and get to keep playing.6Keep track of everyones scores as you play. After each persons turn is over, everyone else gets 1 turn to try and beat the winners 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, lets 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

How to play farkle. Rules to the dice game farkle. How to play dice game. How to play farkle dice game. How to play farkle with 6 dice. Instructions on how to play farkle. How to play farkle rules. How to play 5 dice game.