

FARKLE SCORING, VARIANTS, AND RULES SUMMARY

	Standard Scoring	Traditional Alternative Scoring Options					Custom Scoring
1	100						
5	50						
Three 1's	1000	300					
Three 2's	200						
Three 3's	300						
Three 4's	400						
Three 5's	500						
Three 6's	600						
1-2-3-4-5-6	3000	0	1500	1200	2000	2500	
3 Pairs	1500	500	600	750	1000	1500	
4 of a Kind		1000	2000	2x 3-of-a-kind value	4x 3-of-a-kind value		
5 of a Kind		2000	4000	3x 3-of-a-kind value	6x 3-of-a-kind value		
6 of a kind		3000	6000	10000	4x 3-of-a-kind value	8x 3-of-a-kind value	
1-1-1-1-1-1		5000	Instant Win				
Two Triplets		2500					
3-of-a-kind + pair				3-of-a-kind value + 250			

Opening Score - On their first turn of the game, 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.

Alternative opening scores: 350 400 600 1000 points

Hot Dice Roll - A player who scores on all six dice must roll them all again at least once.

Toxic Twos - Four or more 2's thrown in a single roll cancels the player's entire score for that turn and ends their turn immediately.

Three Farkles - A player who rolls three Farkles in a row loses 1000 points.

Alternatively: The player loses 500 points.

High Stakes - 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.

Welfare - A 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.

On your turn: Begin your turn by rolling all six dice. Check to see if you have rolled any scoring dice or combinations. Set aside any scoring dice you wish, but you must set aside at least one if possible.

After each roll, you may reroll all the dice that have not been set aside or you can choose to bank any accumulated points and end your turn. If all six dice have been set aside for scoring, you can use them all to continue rolling as normal or you can bank your points and end your turn.

You farkle if you roll the dice and score no points with any of them. You may continue to roll any dice that have not been previously set aside, but all of your points gained so far this turn are lost.

At the end of your turn, write down any points you've scored and then pass the dice to the next player.



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