



TUMBRELL • FARKLE RULES

Farkle Rules

Six dice, two or more players, first to 10,000

You need six dice, a pen and a score sheet. Two players or more.

HOW TO PLAY

- 1 Agree what you play to: 10,000 is usual. Take turns, passing the dice to the left.
- 2 On your turn, roll all six dice and set aside at least one that scores: a 1, a 5, or a combination on the chart.
- 3 Then bank the points the turn has made, or roll the dice you have left to try for more.
- 4 A roll with no scoring dice is a farkle. Your turn ends and every point you made in it is lost.
- 5 If all six dice have scored, you have hot dice: roll all six again and keep adding to the turn.
- 6 Dice only score with others from the same roll, so a 5 kept from each of three rolls is 150, not 500.
- 7 Most tables want 500 in one turn before a player can bank for the first time.
- 8 When someone reaches the target, everyone else has one last turn to beat it. The highest total wins.

SCORING

Single 1	100
Single 5	50
Three 1s	1,000
Three 2s to three 6s	100 × number
Four of a kind	1,000
Five of a kind	2,000
Six of a kind	3,000
1 to 6 straight	1,500
Three pairs	1,500
Four of a kind and a pair	1,500
Two triplets	2,500

No scoring dice at all: a farkle



The turn ends, and every point it had made is lost.

YOUR TABLE'S RULES

Write in anything your table plays differently



TUMBRELL • FARKLE SCORING CARDS

Farkle Scoring

One card for each player

Cut the four cards apart along their outlines and give one to each player.

Farkle scoring

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	Five of a kind	2,000
	Six of a kind	3,000
	1 to 6 straight	1,500
	Three pairs	1,500
	Four of a kind and a pair	1,500
	Two triplets	2,500

No scoring dice is a farkle: the turn scores 0

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