**Farkle**

**What you need:**

6 dice

A piece of paper and a pencil

2 or more players

**Farkle Scorekeeper and Determining Who Goes First**
Choose a scorekeeper. It is their responsibility to keep track of everyone’s score. Each player rolls one die, with the highest roll going first. In the event of a tie, the players who tied for the highest roll again. Once the first player is decided, play continues to the left.

**Farkle Scoring**
You cannot count any of your points until you reach at least 500 points in a single round. When you reach 500 points for the first time, you may choose to immediately end your turn to prevent losing the points.
5’s = 50 point
1’s = 100 points
1,1,1 = 300 points
2,2,2 = 200 points
3,3,3 = 300 points
4,4,4 = 400 points
5,5,5 = 500 points
6,6,6 = 600 points
Four of a Kind = 1,000 points
Five of a Kind = 2,000 points
Six of a Kind = 3,000 points
A Straight of 1-6 = 1,500 points
Three Pairs = 1,500 points
Four of a Kind + a Pair = 1,500
Two sets of Three of a Kind = 2,500

**Your Turn**
On your turn roll all 6 dice. If a die falls out of the play area, re-roll it. Take out any dice worth points after each roll (You may pick and choose which dice you want to set aside as long as you take at least one dice a roll. For example if you rolled a 1 and a 5 you may choose to reroll the 5 because it does not count for as many points) This forms your running score for the round. You may choose to stop rolling and bank your points at any time in your turn as long as it is not the first 500 points. Roll the remaining dice, removing any dice worth points and adding them to your running total. If you are ever able to set aside all six dice, you may re-roll all of your dice and keep building your running total. If ever you are unable to set aside any dice (no dice are worth points), you have Farkled. You lose your running point total and your turn is over.

**Winning the Game**
Be the first player to meet or exceed 10,000 points to start the end game sequence. Each other player has one turn to try to beat your score. After all remaining players have had their turn, the player with the highest score wins.