

Farkle

For 2 or More Players
Ages 8 & Up

The Classic
Dice-Rolling,
Risk-Taking
Game™

RULES

Game Play: 30 Minutes

Contents: 6 Dice, Shaker Cup, Score Pad

Object: Be the player with the highest score over 10,000.

Farkle Facts

- Single 1's and 5's are worth points.
- Other numbers count if you get three or more of the same number in a single roll.
- Other combinations of numbers are worth points if you get them in a single roll. *Note: Dice from multiple rolls cannot be added together.* For example, if you set aside one 5 (50 points) on your first roll and two 5's (100 points) on your second roll, you have 150 points. You cannot add them together to make three 5's (500 points).
- Some scoring dice must be removed after every roll.

Scoring

Single 1 = 100	Four of any number = 1,000
Single 5 = 50	Five of any number = 2,000
Three 1's = 300	Six of any number = 3,000
Three 2's = 200	1-6 straight = 1,500
Three 3's = 300	Three pairs = 1,500
Three 4's = 400	Four of any number with a pair = 1,500
Three 5's = 500	Two triplets = 2,500
Three 6's = 600	

Set-Up

- Pick one player to be the scorekeeper.
- All players roll one Die. Whoever has the highest roll goes first, with play passing to the left.

Play

- When it's your turn, place the 6 Dice in the Shaker Cup and roll 'em. Any Dice that roll off the playing area are rolled again.

- After each roll, set aside Dice that are worth points and roll the rest of them. You must remove at least one Die after each roll and keep a running total of your points for that turn.
- If you're lucky enough to set aside all 6 Dice, you can roll them all again to build your running total.
- If you cannot set aside any Dice after a roll, that's a **Farkle**. You lose your running total of points for that turn and play passes to the left. A **Farkle** could happen on your first roll or when you roll the remaining Dice.
- To get on the Score Pad for the first time, you must have a running total of 500 points before you stop rolling.
- After your first score of 500 points or more is recorded, you may stop rolling at any time and have the scorekeeper add your running total for that turn to your accumulated score. Once your points are entered on the Score Pad, they are safe, and you cannot lose them.

Winning: When a player's accumulated score is 10,000 or more, each player has one last turn to beat that total. The player with the highest score wins.

Sample Roll

- **First roll (6 Dice):** 

You set aside 5 (50 points).

- **Second roll (5 remaining Dice):** 

You set aside 1 (100) and Triple 4's (400), bringing your running total to 550. *You can now stop rolling to avoid a **Farkle** and mark 550 on the Score Pad, or roll the single die if you're feeling lucky and think you'll get a 1 or 5.*

- **Third roll (1 remaining Die):** 

This 1 (100), brings your running total to 650. *Now, you can roll all 6 Dice again. Your chances of getting a **Farkle** with 6 Dice are slim, but it could happen!*

- **Fourth roll (all 6 Dice):** 

You set aside Triple 3's (300) and decide to stop so you don't risk your 950 points by getting a **Farkle**. Your running total of 950 is added to the Score Pad.

PATCH®

Patch Products wants your comments about **Farkle**, including playing strategies you want to share with other players. Send comments via US mail to Patch Products Customer Service, 1400 E. Inman Pkwy., Beloit, WI 53511, or by e-mail to patch@patchproducts.com.

Copyright © 2007 Patch Products, Inc., Beloit, WI 53511 USA. All rights reserved.
The Classic Dice-Rolling, Risk-Taking Game is a trademark of Patch Products, Inc.

