

FARKLE

Six dice, push your luck, first to 10,000. Also played as 10,000, Ten Thousand and Zilch.

Scoring

Single 1	100	Each extra die of that kind	doubles it
Single 5	50	Straight, 1 to 6	1,500
Three 1s	1,000	Three pairs	1,500
Three of a kind (2 to 6)	face x 100	Two triplets	2,500

Bank at least 500 to get on the board. A roll that scores nothing is a farkle: the turn's points are lost.

TURN	Player	Player	Player	Player	Player	Player
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
TOTAL						

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Rules, exact odds, a computer opponent, live multiplayer rooms and a daily challenge with the same dice for everyone.