**Supplies:**

Pen and paper per person

(Or a calculator if you’d rather not to do the math yourself)

6 dice

Optional: Placemat for rolling dice. Much quieter and more controlled than just the table or floor.

**Object of the Game:**

The object of the game is to be the first person to reach 10,000 points without going over.

**Instructions:**

Each person takes turns rolling all 6 dice.

As points are earned, the die/dice with point values are set to the side while the rest are rolled.

The player can stop rolling any time, bank the points earned so far, and play moves to the next person.

If any roll does not score points, then that player “busts” with no points earned. (Any points previously earned **on the same turn** are forfeit.)

The player can continue rolling until she/he decides to stop and bank the points or the player busts.

If all dice have been set to the side as points and the player has not busted, then that player can pick up all 6 dice and roll again with points continuing to add to the total earned.

Any player who goes over 10,000 points loses and is out of the game.

**Winning the Game:**

When a player gets close to 10,000 points he/she can decide to “freeze.”

After a player has called “freeze,” each player has one more turn to earn as many points as possible to beat the score of the one who started the Freeze Round.

Whoever has the closest amount of points to 10,000 after the Freeze Round wins the game!

**Scoring:**

In Farkle, only certain numbers earn points.

1 = 100

5 = 50

3 of any kind equals that number x100.

2, 2, 2 = 200

3, 3, 3 = 300

4. 4. 4 = 400

5, 5, 5 = 500

6, 6, 6 = 600

Any extra of the same number doubles the value.

For example:

2, 2, 2, =200

2, 2, 2, 2 = 400

2, 2, 2, 2, 2 = 800

2, 2, 2, 2, 2, 2 = 1600

A “Farkle” is all numbers 1-6 present **in the same roll**.

1, 2, 3, 4, 5, 6 = 1500