

PRINTABLE FARKLE RULE CARD

Cut out cards and place a front and back back-to-back, then laminate.

front

FARKLE



5 = 50

1 = 100

3 of a kind = x100

3 ones = 1000

4 of a kind = 1000

5 of a kind = 2000

6 of a kind = 3000

6 straight = 1500

3 pairs = 1500

4 of a kind + a pair = 1500

3 of a kind x2 = 2500

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back

On your turn roll all 6 dice. If you score on at least one die, you can remove the scoring dice from play and continue rolling. When the dice rolled score no points, you "Farkle" and lose all points from that turn. If you score on all six dice you can roll all six again to add to your score. You can stop rolling and "bank" your points at any time. The next player can choose to "piggyback" on your score by rolling any remaining dice. If they score on at least one die, they receive the full amount of your points in addition to the regular points they accumulate. Once a player reaches 10,000 points, all other players get one final turn. The player with the most points at the end of this round wins!

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