

Farkle

The rules on one page

Players

2 or more

You need

6 dice, plus paper and a pencil to keep score

Goal

Reach 10,000 points and finish with the highest score

Game ends

A player reaches 10,000 or more, then every other player gets one last turn

Setup

1. Get 6 dice and something to write the scores on. Use a cup to shake the dice if you have one.
2. Choose someone to keep score.
3. Everyone rolls 1 die. The highest roll takes the first turn, and turns then pass to the left.

How to play

1. **Roll all 6 dice.** Start every turn by rolling all 6 dice at once.
2. **Set aside dice that score.** After each roll, find the dice that score. A 1 or a 5 scores by itself. Other numbers score only in a combination from the scoring table, such as three of a kind. Set aside at least 1 scoring die and add its points to your turn total. Every die in a combination must come from the same roll.
3. **A roll with no score is a farkle.** If none of the dice you rolled score, that is a farkle. Your turn ends and you lose every point from this turn. Points already on the score sheet stay there. Pass the dice to the player on your left.
4. **Bank your points or roll again.** After setting dice aside, you have a choice. You can stop and bank your turn total, which means the scorekeeper adds it to your score. Banked points cannot be lost. Or you can roll the dice you have not set aside and try to add more. When you stop, the dice pass to your left.
5. **Get on the board with 500.** Your first score of the game must be at least 500 points from one turn. Players often call this getting on the board. Until then you cannot stop on less, so roll on until your turn total reaches 500 or you farkle. After that first score, you can stop on any total.

6. Hot dice: roll all 6 again. When all 6 dice have been set aside as scoring dice, you have hot dice. You can pick up all 6 and roll again in the same turn. Your turn total carries on from where it was. A farkle on a later roll still loses all of it.

7. Play the last round. When a player's score reaches 10,000 or more, each other player gets one last turn to try to beat it. The game ends after those turns.

Scoring

Points for the dice in one roll

Dice in one roll	Points
A single 1	100
A single 5	50
Three 1s	300
Three 2s	200
Three 3s	300
Three 4s	400
Three 5s	500
Three 6s	600
Four of a kind, any number	1,000
Five of a kind, any number	2,000
Six of a kind, any number	3,000
A straight: 1, 2, 3, 4, 5 and 6	1,500
Three pairs, such as 2-2, 3-3 and 6-6	1,500
Four of a kind with a pair, such as 4-4-4-4 and 2-2	1,500
Two triplets, such as 2-2-2 and 5-5-5	2,500

After a player reaches 10,000 or more, every other player gets one last turn. The player with the highest score at the end wins.

familygamerules.com/farkle has rule questions, other ways to play and a scorekeeper. Free to print and share.

Checked against PlayMonster and The Elverson Puzzle Co., October 2026.

Farkle is a traditional dice game that is also sold in boxed sets by PlayMonster and other companies. This site is not affiliated with or endorsed by any of them.

