



### GIANT FARKLE/YARDZEE

Pick one player to begin the game. They will take their turn and then play will continue clockwise.

Each player in turn rolls all six dice and checks to see if they have rolled any scoring dice or combinations. Any dice that score are set aside and then the player may choose to roll all the remaining dice. If all six dice have been set aside for scoring (known as having "hot dice"), the player can choose to roll all six dice again and continue adding to their accumulated score or they can bank their points, end their turn, and pass the dice to the next player.

A player's turn continues until either they decide to stop and score their accumulated points or until they fail to roll any scoring dice on a throw. If a player scores no points on a roll, they get a Farkle and lose all accumulated points for that turn.

At the end of a player's turn, any points they have scored are written down and the dice are passed to the next player.

How do you score?

1	100 Points
5	50 Points
Three 1's	1,000 Points
Three 2's	200 Points
Three 3's	300 Points
Three 4's	400 Points
Three 5's	500 Points
Three 6's	600 Points
1-2-3-4-5-6	3000 Points
3 Pairs	1500 Points (including 4-of-a-kind and a pair)

Note that scoring combinations only count when made with a single throw. (Example: If a player rolls a 1 and sets it aside and then rolls two 1's on their next throw, they only score 300 points, not 3000.)

#### How do you win?

You win a game of Farkle by being the first player to score a total of 10,000 or more points, provided that no other player with a remaining turn can exceed that score.

#### Team Farkle

This variant is the same as basic Farkle, except the game is played in teams. Teammates sit opposite each other at the table and combine their scores. The game is typically played to 20,000 points instead of 10,000.