

Farkle Rules

A short guide to the PlayMonster rule set

1. Set up

Use six dice. Choose a scorekeeper and agree on the scoring rules.

2. Start a turn

Roll all six dice. Set aside at least one scoring die or combination.

3. Bank or continue

Keep a turn subtotal. Bank it to finish, or roll the remaining dice.

4. Farkle

A roll with no scoring dice ends the turn. Record zero for that turn.

5. Hot dice

When all six dice have scored, you may roll all six again in the same turn.

6. First score

In this rule set, your first banked turn must reach at least 500 points.

7. Final turns

At 10,000 or more, every other player gets one last turn. Highest total wins.

8. Keep rolls separate

A scoring combination must come from one roll. Do not combine dice across rolls.

Tie policy: agree before play. The online tool allows a shared win.