


Farkle Scoring Cheat Sheet

 = 100 pts.

Three of A Kind

 = 300 pts.


 = 200 pts.

 = 300 pts.

 = 400 pts.

 = 500 pts.

 = 600 pts.

 = 50 pts.

Four of A Kind (any ####)

 = 1000 pts.

Four of a Kind + A Pair (any #)

 = 1500 pts.

Five of A Kind (any #####)

 = 2000 pts.

Straight (rolled in one roll)

 = 1500 pts.

Two Triplets (any ### ###)

 = 1500 pts.

Three Pairs (any ## ## ##)

 = 2500 pts.

Six of a Kind (any #####)

 = 3000 pts.

Rules summary:

- 500 points to initially get on the scoreboard
- In each turn, players must decide when to end their turn and bank their score, or risk rolling non-scoring dice for more points. Banked scores are not lost in subsequent Farkles.
- If points are scored on all six dice, you can choose to pick up all dice and continue rolling.
- A roll with no scoring dice is a "Farkle." Your turn is over and any earned points during that turn are lost.
- The first player to reach 10,000 or more points triggers the final round. Every other player then gets one last turn to try to beat the top score.

Game Scoring Options:

- Three Farkles in a row : lose 1000 points
- Three 1's (roll three 1's in one roll) = 1000 points.
- Greed / Tag Along: Pick up where the last player left off, only roll the non-scoring dice they had remaining to start your turn. If you roll scoring dice with their remaining dice, you earn the points the prior player had accumulated in their turn, plus any additional points rolled with their remaining non-scoring dice.



For more detailed instructions watch this "[How to Play Farkle](#)" [video](#):



To make scoring easier (and a whole lot of fun) try the [PlayFarkle](#) iPhone app:

