

# PLAYING THE GAME OF FARKEL

THE CLASSIC GAME OF GUTS AND LUCK™

A HIGH-SCORE FAMILY GAME  
FOR TWO OR MORE PLAYERS  
AGE 8 AND UP

from



## OVERVIEW OF THE GAME

**6-DICE FARKEL** is a high-score game in which players roll dice for points. You roll six dice, remove any scoring dice you want to use for points and re-roll the remaining dice. Highest score over 10,000 wins the game.

## PLAYING THE GAME

Determine the order of play by rolling one die. High number starts; low number keeps score. Write player's names above a column on a score sheet. Play moves to the left.

1. **Each player must achieve 500 points in one turn to get into the game.** First player rolls six dice and decides which dice they want to remove and keep for score. Some scoring dice **MUST** be removed after each roll. See **SCORING COMBINATIONS**. If they don't roll any **ONES**, **FIVES**, or other combination at any time, their turn is over, they lose any points gained on that turn and must pass the dice.

2. **ONLY ONE'S AND FIVES COUNT BY THEMSELVES.**

All other dice will count **ONLY** in combinations.

## SCORING COMBINATIONS

**ONES = 100 pts ea.**

**FIVES = 50 pts ea.**

3 **ONES** = 300 points

4 of any kind = 1000 points

3 **TWOS** = 200 points

5 of any kind = 2000 points

3 **THREES** = 300 points

6 of any kind = 3000 points

3 **FOURS** = 400 points

**THREE PAIRS** = 1500 points

3 **FIVES** = 500 points

**TWO TRIPLETS** = 2500 points

3 **SIXES** = 600 points

**STRAIGHT 1 - 6** = 1500 points

**SCORING NOTE:** FOUR-OF-A-KIND AND A PAIR = THREE PAIRS

3. **Dice can only count for score once.** After dice are removed for score they are out of play and cannot be re-rolled or added to previously-rolled dice to make a bigger score. If you can make all six dice count for score in any number of rolls, you may pick them all up and keep rolling, adding more points to your score.

4. **Some dice must be removed after every roll.** You don't have to remove all scoring dice but some points **MUST** come out.

5. **Once you are in the game, you may continue rolling as long as you can roll points,** or stop at any time, take your score and pass the dice. **If you roll no scoring dice at any time, your turn is over,** you must pass the dice and you lose any points rolled on that turn.

6. Rolling any dice off the table means nothing on that roll counts and you must re-roll all eligible dice again.

7. When one player reaches 10,000 or more points, all other players get one more turn to try to beat them. **THERE ARE NO TIE GAMES.**

**HIGHEST SCORE OVER 10,000 WINS THE GAME.**

## PLAYING HIGH STAKES™ FARKEL

After all players are in the game you may pick up and roll any dice left unrolled by the previous player. If you roll any scoring dice, you receive the same score that the previous player rolled and the points you have rolled. The next player can also play any dice you leave on the table. In High Stakes, stopping after you make all six dice count for score will leave all six dice eligible for the next player.

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**WARNING: CHOKING HAZARD.**  
THIS GAME CONTAINS SMALL PARTS THAT ARE  
NOT SUITABLE FOR CHILDREN UNDER AGE 3.



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