

Farkle scoring chart

Our house rules. Agree on scoring before you play: other tables may use variants.

DICE IN ONE ROLL	POINTS
Single 1	100
Single 5	50
Three 1s	1,000
Three 2s / 3s / 4s / 5s / 6s	200 / 300 / 400 / 500 / 600
Four of a kind	1,000
Five of a kind	2,000
Six of a kind	3,000
Straight (1, 2, 3, 4, 5, 6)	1,500
Three pairs	1,500
Four of a kind + a different pair	1,500
Two triplets	2,500

Get on the board

Your first bank must be 500 or more in one turn. After entry, any positive turn score can be banked.

Keep combinations separate

Every selected die must score. Dice kept on earlier rolls cannot combine with newly rolled dice.

Hot dice

Score all six dice and you may roll all six again, carrying your unbanked points. Or bank if eligible.

Farkle and the finish

No scoring dice? Lose the unbanked turn points. At the target, others get a final turn. Highest score wins.