Farkle Rules

1. You have three rolls to try and make as many points as possible.
2. After each roll, you must take away any dice (1s or 5s) that were worth points and roll the remaining dice on your next turn.
3. You can walk away at any time to keep your points.
4. If you roll the dice and don’t score any points (don’t roll any 1s or 5s), your turn is over and your score for that turn is 0 and you FARKLED!
5. You record your total score after 3 rolls, unless you score 0 on a turn, or you walk away.
6. Keep score of all your turns and add them up as you go.

\*\* The only dice that count towards your score, are 1s and 5s.

1 = 100

5 = 50