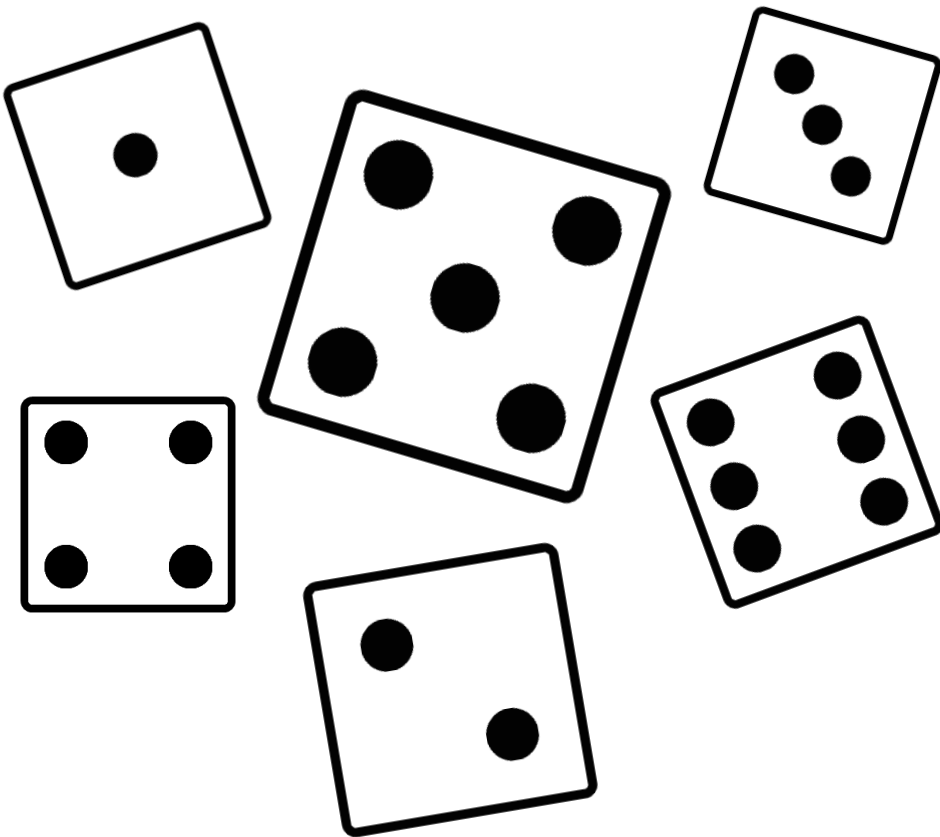












FARKLE!

Recording Sheets and Helpful Hints for using
Farkle in the classroom



A Third Grade BookWorm Freebie
© 2012 Abby Spann

FARKLE!




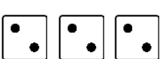




	= 100 points		= 50 points
	300 pts.	4 of a kind	1000 pts.
	200 pts.	5 of a kind	2000 pts.
	300 pts.	6 of a kind	3000 pts.
	400 pts.	1-6 Straight	1500 pts.
	500 pts.	4 of a kind + pair	1500 pts.
	600 pts.	2 triplets	2500 pts.

	Player 1	Player 2	Player 3	Player 4

Minimum first score: 500 points

Begin final round at 10,000 points

FARKLE!

 = 100 points	 = 50 points		
	300 pts.	4 of a kind	1000 pts.
	200 pts.	5 of a kind	2000 pts.
	300 pts.	6 of a kind	3000 pts.
	400 pts.	1-6 Straight	1500 pts.
	500 pts.	4 of a kind + pair	1500 pts.
	600 pts.	2 triplets	2500 pts.

Rules to Remember:

1. To begin, all players roll one Die. The player with the highest roll begins the game, with play continuing to the left.
2. You must score at least 500 points before you can "save" your points and begin recording a score.
3. You must remove at least one Die after each roll.
4. If you cannot set aside any Dice, that's a FARKLE! You lose your points for that turn only.
5. If you use all 6 Dice to create points, you can take an additional turn, but be careful - you might FARKLE!
6. You begin the final round once someone has reached 10,000 or more points. Then each player gets one turn to try and beat their score.