

Giant Dice



Includes:

- 6 giant dice
- whiteboard for scoring
- dry erase marker
- carrying bag

Questions? Call/text CJ at 949-891-4822

Overview

Play Farkle or Rollzee with 6 giant dice.

How to Play Farkle (2-6 players)

1. Each player begins their turn by rolling all 6 dice. Score points by rolling 1 (100 points), 5 (50 points) or combinations. Players must set aside at least one scoring die to keep rolling and adding to their running total. To first begin banking points on the scoreboard, a player must initially reach a score of 500 or more.
2. If none of the dice in your roll qualify for points, it's called a FARKLE! Your turn ends with 0 points banked.
3. Once they reach 500+ points, the player may choose to end their turn and bank the points, or gamble and continue to roll. If a player scores all 6 dice, their turn continues by rolling all 6 dice again to continue adding to their running total.
4. After a player has banked their initial 500+ points, they can bank any numbers of points on following turns. Points cannot be lost once placed on the scoreboard.
5. Final round of play begins when a player reaches 10,000+ points. Afterwards, each remaining player gets one last turn to try and beat the highest score. Highest score wins!

Farkle Combinations

Three 1s: 300 points
Three 2s: 200 points
Three 3s: 300 points
Three 4s: 400 points
Three 5s: 500 points
Three 6s: 600 points

Four of a kind: 1000 points
Five of a kind: 2000 points
Six of a kind: 3000 points
1-6 straight: 1500 points
Three pairs: 1500 points
Four of a kind + pair: 1500 points
Two triplets: 2500 points

Single 1: 100 points

Single 5: 500 points

How to Play Rollzee (2-6 players)

1. Each player's turn begins by rolling all 6 dice. The objective is to score in one of the remaining scoring rows. After your first roll, you can choose which dice to keep, or you can re-roll any number of dice. You get up to 3 rolls to complete one of the objectives.
2. At the conclusion of each turn, each player's points are marked on the board, corresponding to their chosen scoring row. If a roll can be applied to multiple open scoreboxes in their column, the player chooses which box to score in. If a player's roll cannot be applied to an open scorebox, it is a "scratch" and they must choose a scorebox to X out as 0 points.
3. Once each player has scored or scratched all their scoreboxes, add up the upper and lower totals. If a player gets more than 63 points for the upper section, they get a 35 point bonus. Highest score wins!

Safety Info

- ☐ Do not throw dice at others.
- ☐ Do not submerge dice under water.
- ☐ Watch for uneven ground, wet surfaces, wind, and nearby obstacles during play.
- ☐ In the event of poor weather, please move the game indoors or under appropriate cover.
- ☐ Keep the play area tidy and return the dice & scoring materials after the event.