

FARKLE

Number of Players: 2 or more

Age Range: 6 years and older

Materials: 6 dice and pen and paper to keep score

How to Play:

- The goal of this game is to be the first to reach 10,000 points or more
- The first player starts rolling all six dice at the same time.
- Points are earned when you roll a 1, 5, three of a kind, three pairs, a six dice straight (1,2,3,4,5,6), or two triplets. See the score sheet below.
- If none of the dice earned points you have made a Farkle. The turn ends and the next player throws all six dice.
- If you rolled one or more dice who earned points you can chose to bank your points and give the dice to the next player or continue with the other dice. If you like to continue, you put your points earning dice

aside and throw the remaining dice. If they earn points you can combine the points with the points from the first roll, but if you make a Farkle you lose all your points. Also the one from the first roll. You are not allowed to combine the dice from the different rolls.

- The final round starts when one of the players has more than 10,000 points.

Scoring

- For every 1 : 100 points
- For every 5 : 50 points
- Three of a kind (all 1): 1000 points
- Three of a kind (all 2): 200 points
- Three of a kind (all 3): 300 points
- Three of a kind (all 4): 400 points
- Three of a kind (all 5): 500 points
- Three of a kind (all 6): 600 points
- Straight six (1,2,3,4,5,6): 1500 points
- Three pair: 500 points
- Two triplets: 2500 points
- Three Farkles in a row: LOSE 1000 points

PIG

Number of Players: 2 or more

Age Range: 4 years and older



Materials: one die and pencil and paper to keep score

How to Play:

- The goal of this game is to be the first to reach 100 points.
- The first player starts throwing the die and he can continue until he throws a 1 or until he decides to stop throwing.

When he throws the die he adds the number of the die to his total. But when he throws a 1, he loses all his points from that round. So the dilemma is to stop on time, before a 1 shows up and you lose all your new points.

- It is up to each player to decide how many times he dares to throw the die.
- Every time the player throws the die, he adds the number to his total and if he stops before the 1 falls, he can add his total to his grand total to reach 100.

- The player finishes his round by throwing a 1 or voluntarily and the next player starts his round.
- The game ends when one player reaches 100. The other players who have not yet had a turn on that round may take their final turn.

Variation:

Pig can also be played with two dice. The turn ends when one of the dice shows a 1. But when a double 1 appears, the turn ends and the player loses his points from this round, but the player gets 25 points for the double 1. Any other double, doubles the score for that throw. For example: if he throws a double 4, that will make 4 plus 4 points is 8, multiplied by 2 makes 16 points for that throw.

BUNCO

Number of Players: possible with 4, but better with 8 and more

Age Range: 6 years and older

Materials: 3 dice for every four players, and pen and paper to keep score

How to Play:

- This game is played by groups of 4 players. Each group has 3 dice and each player has his own score sheet.
- When the game starts, the first player throws all three dice at the same time and sees if he made a score. See the scoring below.
- The player opposite of the table is his partner and the points made by the two partners are counted on each person's score sheet.
- The players pass the dice around until someone throws a Bunco. That round is over and the one with the highest total wins that round.
- There are six rounds and each round has a different target number starting with 1 and up to 6. So the first round is finished when someone throws a Bunco of one's (three of a kind in 1) and the goal of round two is a Bunco of two's and so on.

- After six rounds the players change table and partner.
- Four rounds consisting of 6 games are played and the winner is the one with the most games won.

Scoring

- Bunco of the targeted number: 21 points
- Any other Three of a Kind : 5 points
- Any other target number rolled: 1 point

HIGH DICE

Number of Players: 2 or more

Age Range: 5 years and older

Materials: 2 dice, pen and paper to keep score or stakes

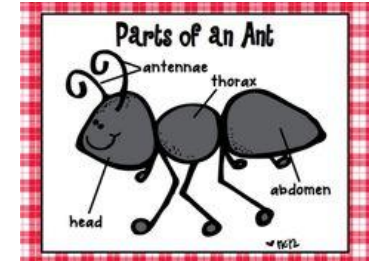
How to Play:

- Goal of the game is to get a higher total on a throw of the dice than the banker.
- The banker throws the two dice first. He then adds the total of the two dice together and that is his score.
- The next players each throw the dice and see who throws higher than the banker. Each player that throws higher than the banker receives a stake or point.
- If the score is equal of the score of the banker, the banker wins the round.
- If none of the players throws higher than the banker, the banker gets one point.
- The player who reaches 10 points first is the winner.

BUGS

Number of Players: 2 or more

Age Range: 4 years and older



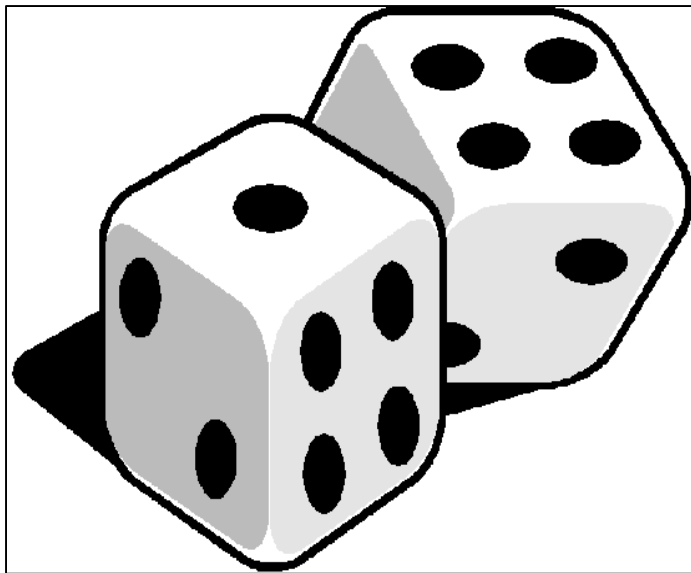
Materials: 1 die, pen and paper to draw the bug

How to Play the Bug Game:

- The goal of the game is to be the first player to complete his or her bug.
- Each number on the die represents one part of the bug:
 - 1 = body (thorax)
 - 2 = head
 - 3 = leg
 - 4 = eye
 - 5 = antenna
 - 6 = tail (abdomen) or wings
- The players take turns to throw the die and try to draw the corresponding body part.
- Each player needs to roll a #1 to start (body) and then other parts can be added with other turns.
- Examples: You cannot add an eye until you have rolled a #2 for the head, etc. You must roll a 3 for *each* leg (there are 6 of them).
- The one who finishes his bug first is the winner
- Every player counts his points: one point for every part drawn and the winner gets ten bonus points.

Variation: Draw a mouse, cat, or snowman. Just decide what number stands for each part of the picture.

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