









FILL OR BUST

The chart below shows the points you receive according to the combinations you toss.

	=	5 pts			=	30 pts
	=	10 pts			=	40 pts
	=	100 pts			=	50 pts
	=	20 pts			=	60 pts

- At the beginning of each turn, the player throws all six six-sided dice.
- After each throw, one or more scoring dice must be set aside (see chart above)
- The player may then either end his turn and bank the score accumulated so far, or continue to throw the remaining dice.
- If the player has scored all six dice, he has "hot dice" and may continue his turn with a new throw of all six dice, adding to the score he has already accumulated.
- If none of the dice score in any given throw, the player has "busted" and all points for that turn are lost.
- At the end of the player's turn, the dice are handed to the next player in succession (usually in clockwise rotation), and that player takes her turn.

Once a player has achieved a winning point total (1,000), that player wins the game or the other players have *one* last turn to score enough points to surpass that high-score.

Instructions from <http://en.wikipedia.org/wiki/Farkle>