Rollzee can be played by 2–6 players.

The youngest player will start first.

Each player’s turn begins by rolling all 5 dice. Your objective each turn is to score in one of the remaining scoring rows. After your first roll, you can choose which dice to keep (depending on which scoring objectives are remaining), or you can re-roll any number of dice. You get up to 3 rolls to complete one of the objectives.

For example, a player may roll $\heartsuit \diamondsuit \heartsuit \spadesuit \clubsuit$ on their first roll. This is a Large Straight and they can choose to take those points and their turn is over.

Alternatively, if a player rolls $\heartsuit \clubsuit \spadesuit \heartsuit \spadesuit$ on their first roll, they would pick which dice to keep (after looking at what objectives are remaining). If they need to get “4s”, then they would keep the two 4’s and roll the remaining 3 dice trying to get more 4’s.

At the conclusion of their turn, each player’s points are marked on the board, corresponding to their chosen scoring row. If a players roll can be applied to multiple open scoreboxes in their column, it is the players choice which box to score in. For example, if the player has $\heartsuit \clubsuit \spadesuit \heartsuit \spadesuit$ they can choose if they want to score three 3’s or a Full House. If a player’s roll cannot be applied to an open scorebox in their column, it is a “scratch” and they must choose a scorebox to ‘X’ out as 0 points.

Once each player has scored or scratched all of their scoreboxes, add up each player’s upper and lower totals. If a player gets more than 63 points for the upper section, they get a 35 point bonus. The player who has the highest total score (Grand Total), wins.
**Farkle**

**To Win:** Player with highest score over 10,000 points

Farkle can be played by 2-6 players.

The youngest player will start first.

Each player's turn begins by rolling all six dice. Players score points by rolling ♠ (100 points), ♦️ (50 points) or Combinations (scoring shown below). Players must set aside at least one scoring die to keep rolling and adding to their running total.

For example, if a player rolls ♠️ ♠️ ♠️ ♠️ ♠️, you must keep the ♠️ and roll the remaining five dice.

If none of the dice in your roll qualify for points, it’s a farkle, and your turn ends with 0 points banked. To first begin banking points on the scoreboard, a player must initially reach a score of 500 or more.

Once they reach 500+ points, the player may choose to end their turn and bank the points, or gamble and continue to roll to get more points. If a player can set aside and score all six dice, their turn continues and they start again by rolling all six dice to continue adding to their running total.

After a player has banked their initial 500+ points, they can bank any number of points on following turns. Players cannot lose points once they are placed on the scoreboard.

The final round of play begins when the first player reaches 10,000+ points. Afterwards, each remaining player gets one last turn to try and beat the highest score. The highest score at the end wins.
**Singles:**

A single 1 or a single 5 are worth points.

**Combinations:**

All combinations are only worth points in a single roll

\[
\begin{align*}
\underline{\text{One}} & : 100 \\
\underline{\text{Two}} & : 50 \\
\underline{\text{Three}} & : 300 \\
\underline{\text{Four}} & : 200 \\
\underline{\text{Five}} & : 300 \\
\underline{\text{Six}} & : 400 \\
\underline{\text{Four of a kind}} & : 500 \\
\underline{\text{Five of a kind}} & : 600 \\
\end{align*}
\]

- Four of a kind = 1,000
- Five of a kind = 2,000
- Six of a kind = 3,000
- 1-6 Straight = 1,500
- Three Pairs = 1,500
- Four of a kind + Pair = 1,500
- Two Triplets = 2,500

**MUST GET 500 TO FIRST SCORE ON BOARD. PLAYER WITH HIGHEST SCORE OVER 10,000 WINS.**

**EXAMPLE ROLL**

**First Roll** (All 6 dice)

\[
\begin{align*}
\underline{\text{One}} & : 100 \\
\underline{\text{One}} & : 100 \\
\underline{\text{Five}} & : 100 \\
\underline{\text{Three}} & : 100 \\
\underline{\text{Six}} & : 100 \\
\underline{\text{One}} & : 100 \\
\end{align*}
\]

Player sets aside \(\boxed{100}\) (100 points)

**Second Roll** (5 remaining dice)

\[
\begin{align*}
\underline{\text{Three}} & : 300 \\
\underline{\text{Four}} & : 400 \\
\underline{\text{Six}} & : 500 \\
\underline{\text{One}} & : 600 \\
\end{align*}
\]

Player can set aside the \(\boxed{\text{Three}}\) - Four of a kind for 1000 points, making the running total 1100.

Player can decide to stop rolling and bank their 1100 points.

Alternatively, the player can take the chance that with their remaining die they will roll a 1 or a 5, allowing them to roll all six dice again and continue to build their running total.

**Customer Service:**

If you have any questions or concerns regarding your GoSports® Giant Dice, please reach out to us at info@PlayGoSports.com and we will get back to you right away. We stand behind our products 100% and want to make sure you get the full enjoyment that you paid for.