

# How to Play Farkle Fission ...

Suitable for 2 or more Players, the goal of Farkle Fission is to drain the Bank from 10,000 to 0 points first by rolling Scoring Dice Combos.

## Classic "Farkle" Gameplay Overview:

**Starting the Game:** Players roll one die to determine the first player. Ties are resolved with additional rolls.

**Taking Turns:** Play proceeds clockwise. On their Turn, a player rolls all 6 number dice, setting aside any Scoring Dice or Scoring Combos they choose for points; however the player must score on each roll - Failing to score is a Farkle! That Turn's points are lost and the Turn ends.

**Scoring:** Players can Bank their points and end their Turn after a successful scoring roll, or press their luck and continue rolling the Non-Scoring Dice for more points. Every time all 6 dice are used up as Scoring Dice or Scoring Combos, player may pick up all 6 number dice and keep rolling.

**End your Turn** by Banking any points from this Turn & passing the Number Dice to the next player.

**Winning the Game:** The game concludes once a player reaches 0 Score, typically from 10,000 points.

**Final Round:** After a player hits 0 Score, each remaining player has one final Turn for a chance to go the farthest negative and steal the win.

## "Farkle Fission" Gameplay Enhancements:

**Triggering Effects:** Each of the six number dice features a "+" and a "-" on opposite sides. When rolled *and used* in a Scoring Dice/Combo, a correlating Effect Dice must be rolled. Effect Dice are *only* activated when they are part of a Scoring Dice/Combo used by the player.

Players may only roll each Effect Dice a maximum of once per Turn, and do not carry over into the next Turn.

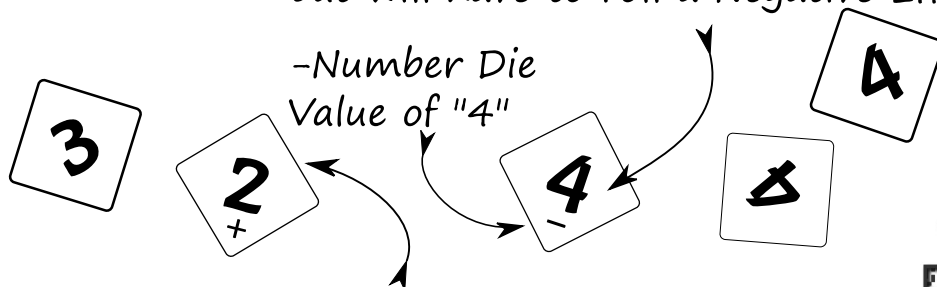
**Blue Positive Effect Dice:** Players may gain advantages such as additional rolls, enhanced scores, or the option to alter die values.

**Orange Negative Effect Dice:** Players could face drawbacks, including adding points, lower value combos scores, or mandatory actions like prematurely ending their turn.

All Positive and Negative Effects are listed on the Scoring and Effects Reference on the reverse side.

## Example Roll:

Player Can score -400pts for three - 4s, but will have to roll a Negative Effect Dice.



No Effect Dice or scoring here  
These Dice aren't used in a Scoring Combo.

+Number Die  
Value of "1"

Player could choose to only score the "1" on this roll for -100pts and could roll a Positive Effect Dice.





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# Farkle Fission

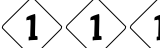
## Scoring and Effects Reference

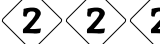
### Scoring Dice:

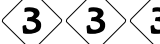
 = -50 points


 = -100 points


### Scoring Combos:


 = -300 points

 = -200 points

 = -300 points

 = -400 points

 = -500 points

 = -600 points

Four of a Kind = -1,000 points

Five of a Kind = -2,000 points

Six of a Kind = -3,000 points

1-6 straight = -1,500 points



### Positive Effect Dice:

**Drain x100:** Add up any Scoring Dice and multiply the sum x100. Subtract & Bank your points.

– **Guardian:** No more Negative Effects can activate for the remainder of this Turn.

**ReRoll –:** Roll all 6 dice one more time and subtract any points scored this roll.  
Turn ends if you Farkle!

**Add a Die:** Add 1 more die to your next roll.

**Number Boost:** Roll the +Number Die. That number is worth double points for scoring for the remainder of your turn. 3x if you roll a "+", 1/2 if you roll a "-".

**Rescue Roll:** If you Farkle! roll one die to score in combination with any Non–Scoring Dice. You must score on this roll to continue your turn; otherwise you Farkle!

### Negative Effect Dice:

**Halve Combo:** Halve the points of your highest Scoring Combo so far this Turn.

**Boost x10:** Add up any Non–Scoring Dice; multiply the sum x10 and add to points.  
Cannot go positive.

**Dice Dividend:** Add +10 points for each die you roll for the remainder of the your Turn.  
Cannot go positive.

**Flip High:** Flip your highest Scoring Die or Dice Combo & adjust your Score.

**Minus Freeze:** The –Number Die value rolled cannot be used for scoring for the rest of your turn, only to continue your turn.

**Farkle!** Your Turn ends with no points awarded.