

How to Play Farkle Singularity ...

Suitable for 2 or More Players, the Goal of Farkle Singularity is to Bank your Target Score First by Scoring Dice Combos.

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The **Farkle Singularity Expansion** introduces additional strategy to **Farkle Fusion** and **Farkle Fission** games. Combining both games with the **Singularity Expansion** caters to larger groups by enabling simultaneous dice rolls and offering "subscriptions" to **Effect Dice** making other Players' rolls more engaging.

Requirements:

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Games: Farkle Singularity works with either Farkle Fusion, Farkle Fission, or both + Rules (QR Codes below).

Scorekeeping: Just grab a pen and paper! A calculator or a notes app on your phone can also help.

Farkle Singularity + Farkle Fusion or Farkle Fission

When used in conjunction with **Farkle Fusion** or **Fission**, The **Singularity Effect Dice** add a subtle strategic option: When a player rolls a **+Number** or **-Number Die**, they have a choice of which **Positive** or **Negative Effect Dice** to roll and activate. Players may use any **Effect Dice** only once per Turn. **Singularity Effect Dice** can be added to both **Farkle Fusion** or **Farkle Fission**.

Farkle Singularity + Farkle Fusion + Farkle Fission

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Combining all three **Farkle** variants significantly transforms group play, keeping Players actively engaged in each other's rolls. In addition to multiple **Effect Dice**, The **Singularity Expansion** introduces "**Effect Dice Subscriptions**," allowing Players to gain points in tandem with the active Player's rolls.

Game Setup:

Starting Roll: Players roll a die to determine the 1st Player; ties lead to re-rolls. The highest rolling Player chooses either **Fusion** or **Fission** rules. Players to the left alternate between **Fusion** and **Fission** rules.

Effect Dice Subscription: Beginning with the first player and continuing clockwise, each Player subscribes to an **Effect Die**. After subscriptions are written on your score sheet, the first Player begins their turn.

Game Play:

In addition to the standard Farkle Fusion or Farkle Fission Rules (QR Codes below):

Effect Dice: when a Player rolls a **+Number** or **-Number Die**, they have a choice between any corresponding unused **Fusion/Fission Positive** or **Negative Effect Dice** or the corresponding **Singularity Effect Die** to roll and activate. Players may use any **Effect Dice** only once per Turn.

Subscription Scoring: When a Player activates an **Effect Die** by rolling it, Players subscribed to that **Effect Die** will apply points won or lost directly from that Effect Die that *only help* their score - adding points won for Fusion Players and subtracting points lost for Fission Players. No points are awarded if they are lost to a **Farkle!**

Optional Faster-Paced Gameplay:

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To enjoy a quicker game, **Fusion** and **Fission** players roll simultaneously using both white and black **Farkle** dice sets. In games with an odd number of Players, the last Player rolls solo.

Players have access to their specific **Fusion** or **Fission Effect Dice** and can also use shared **Singularity Effect Dice** as above.

If two players aim to activate the same **Singularity Effect Die**, they must add the face value of their current Turn's **scoring dice**; the Player with the lower sum gets access to the **Effect Die**. In case of a tie, neither player can activate the **Singularity Effect Die**, and must choose another Die if available.



Farkle Fusion



Farkle Fission



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Farkle Singularity

Scoring and Effects Reference

Scoring Dice:

5 = 50 points

1 = 100 points

Scoring Combos:

1 1 1 = 300 points

2 2 2 = 200 points

3 3 3 = 300 points

4 4 4 = 400 points

5 5 5 = 500 points

6 6 6 = 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

1 2 3 4 5 6

Singularity Effect Dice:

Double Dice: Roll two Non-Scoring Dice and choose the best one to add to your Scoring Dice, if possible.

Flip: Flip any Non-Scoring Die over and add to your Scoring Dice, if possible.

Extra Turn: Bank your points and start your Turn over. You may not re-use Effect Dice.

- **Shield:** Protect your score from Negative Effects (-) one time.

Dice Gift: Give a Non-Scoring Die another roll for potential scoring.

Safety Net: Save half your points if you Farkle!

Singularity: Positive and Negative Effect Dice are nullified this Turn, as the Singularity consumes all.

Point Sacrifice: If you Farkle!, sacrifice half of your points so far this Turn and roll again.

1 Chance: Roll your -Number Die again. Roll must make a Scoring Die/Combo with any remaining Non-Scoring Dice (counting any points towards your turn). Farkle! otherwise.

+ **Effect Eject:** Lose the next Positive Effect this turn.

ReRoll Scoring: Roll any Scoring Dice again. Combine roll with any Non-Scoring Dice to either score (counting any points towards your turn) or Farkle!

Farkle! Your Turn ends with no points awarded.

Fusion Effect Dice:

Double Combo: Double the points of your lowest Scoring Combo so far this Turn.

Flip Low: Flip your lowest Non-Scoring Die & adjust your points for this roll.

Combo Boost x2: Doubles points for any Scoring Die/Combo that includes the +Number Die rolled value. Applies to Combos or individual Scoring Dice.

Bank: Save your points so far this Turn to your Score. Banked points cannot be lost.

Boost Extra x100: Add up Non-Scoring Dice; multiply x100. Add & Bank your points. End your Turn.

1 More Time: Player may activate this Effect Dice on a Farkle! and roll any Non-Scoring Dice again. If there are no dice to roll; roll all six dice.

Halve Points Halve all points this Turn.

Deduct Extra x10: Roll all Non-Scoring Dice again & deduct x10 any points rolled. Cannot go negative.

Dice Drop: Remove one of your Scoring Dice. Adjust points accordingly.

Dice Drain: Remove 1 Non-Scoring Die from your next roll. Farkle! if you have no more dice to roll.

Dice Debt: Subtract 25 points for each Roll for the remainder of your Turn. You may not go negative.

Farkle! Your Turn ends with no points awarded.

Fission 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!

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 your 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.