

How to Play Farkle Fusion ...

Suitable for 2 or more Players, the goal of **Farkle Fusion** is to Bank 10,000 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 the target score, typically 10,000 points.

Final Round: After a player hits the target score, each remaining player has one final Turn for a chance to surpass the winning total and steal the win.

"Farkle Fusion" 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 + or - 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. Effects do not carry over into the next Turn.

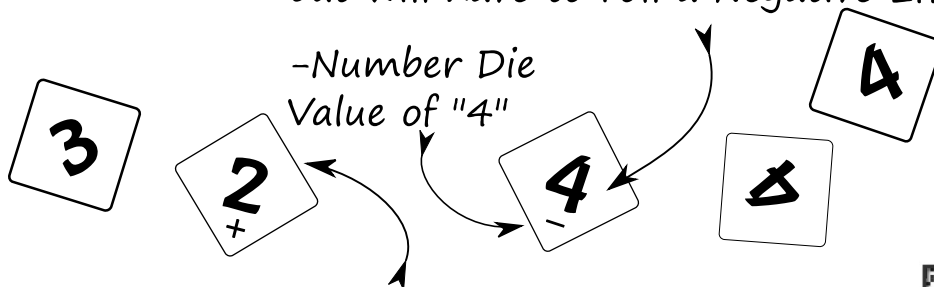
Green Positive Effect Dice: Players may gain advantages such as additional rolls, enhanced scores, or the option to alter die values.

Red Negative Effect Dice: Players could face drawbacks, including forfeited points, decreased scores, or mandatory actions like prematurely ending their turn.

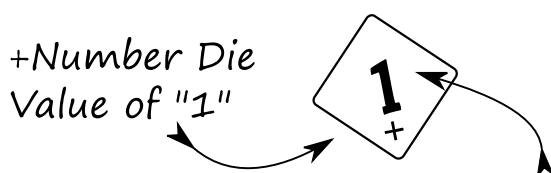
All Positive and Negative Effects are listed on the Scoring and Effects Reference on the reverse side.

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.



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 Fusion

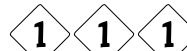
Scoring and Effects Reference

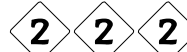
Scoring Dice:


 = +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:

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.

Negative Effect 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.