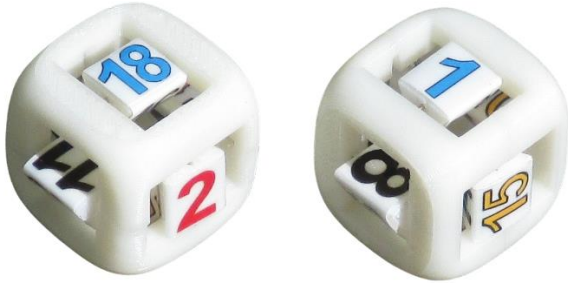


FarkleX™

Innovative Dice for Farkle-Style Games



Game Overview

FarkleX™ is a fast-paced push-your-luck dice game using **two unique multi-surface dice**. Each die displays numbers from **1 to 18**, including special color values that create exciting effects.

Roll, score, and decide whether to keep going—or risk losing it all!

Objective

Be the first player to reach **10,000 points**.

How to Play

-  Roll both dice
-  Choose **ONE** scoring option
-  Decide to:
 -  Continue rolling (risk it!)
 -  Bank your points and end your turn

Scoring Rules

-  Two even numbers = **100 points**
-  Two odd numbers = **100 points**
-  Distance of 6 (or less) = **150 points**
- **Example:** 4 & 9 → distance is 5 → scores 150 points

-  Distance of 3 (or less) = **300 points**
- **Example:** 7 & 9 → distance is 2 → scores 300 points
-  Blue number 1 = **400 points**
-  Blue number 18 = **400 points**
-  Yellow numbers duo (multiplications of 5) 5 & 10 / 5 & 15 / 10 & 15 = **1,000 points**
-  Yellow double 5 & 5 / 10 & 10 / 15 & 15 = **2,500 points**
-  Double numbers = **2,000 points**
- **Example:** 11 & 11 = 2,000
-  Double of a blue number 1s or 18s = **3,000 points**
- **Example:** 1 & 1 = 3,000

Note: Distance means the difference between the two numbers.

Note: If multiple scoring options are available, choose only one.

Red Number Rule

- If you roll a **red number**, you **MUST** score
 - If you cannot score → lose **500 points**
 - If you roll **two red numbers** → lose **1,000 points**
 - Example 1: A player rolls red **17** and black 18. They scored 400 points for the 18. The player succeeded in the must score challenge.
 - Example 2: A player rolls red **2** and black 12. Both are even numbers for scoring 50 points. The player succeeded in the must score challenge.
 - Example 3: A player rolls red **17** and black 6. No scoring available for this combination. The player loses 1,000 points.
- When a player rolls **two red numbers** they will lose 2,000 points (the chance for that is 1 to 324 rolls)

Hot Dice

If both dice are used in scoring, you may:

-  Roll both dice again and continue your turn
-  Or bank your points

Combining Rolls

You may combine results from different rolls to create scoring combinations.

Example:

- Roll 18 & 6 → score 400 (for 18)
- Re-roll the 6 → get 8
- Now 18 & 8 = two even numbers → +100

Total: 500 points

Farkle

- No scoring options → lose all points from that turn
- 3 Farkles in a row → lose **1,000 points**

End of Game

The first player to reach **10,000 points** wins!

You may choose:

-  Exact score required
-  Final round for all players

Score Sheet (How to Track Points)

To keep track of scores, draw a simple table on paper:

- Write player names across the top
- Write round numbers down the left side
- Add each round's score as you play

Example:

Round	Player 1	Player 2	Player 3
1	300	100	0
2	500	250	100
3	900	450	300

Continue adding scores each round until a player reaches **10,000 points**.

 Roll smart. Push your luck. Win big. - FarkleX™