

# MUNCHKIN<sup>®</sup> FARKLE

Based on Steve Jackson's *Munchkin* and the classic *Farkle* dice game!

- 3 to 5 players
- 6 six-sided *Munchkin* dice
- 50 cards (10 per player)
- Paper and pencil for keeping score

In *Munchkin Farkle*, use special cards to help you cheat, curse, run away, and become the richest Munchkin.

Each player picks a color and takes the 10 cards of that color. The other cards are unused. Choose a first player and indicate that player on the score sheet.

The  face is the same as the  face on a standard die (for those who are using different dice from those included with this game).

On your turn, you may play one (and only one) card from your hand, but you are not required to play a card at all. Your unplayed cards add to your score at the end of the game (the **Gold Pieces** value shown on each card).

*Scoring Hint:* You do not score Gold Pieces for cards you play. The Gold Pieces shown on a card only apply at the end of the game.

Some cards may be played only at specific times. If a card does not say when it must be played, it can be played at any time during your turn.

Most cards will be discarded immediately after you play them, but cards with the keyword "ONGOING" remain in play for an extended time. (Players may look through their opponents' discard piles at any time.)

The first player rolls the dice. Usually, you will start by rolling six dice, but some cards reduce the number of dice you may roll. (If the number of dice you are allowed to roll is ever reduced to zero, roll one die on that turn instead. Good luck!)

On each roll, you can score Gold Pieces for dice or combinations as shown on the back of this sheet.

After any roll of the dice, you *must* set aside at least one score, but you do not have to use all of the potentially-scoring dice you've rolled. You choose which to set aside.

If you fail to roll at least one scoring die on any individual roll, you *Farkle*. When this happens, you **score nothing** and your turn ends. Pass the dice to the player on your left.

If you did not Farkle, you then must choose whether to STOP or CONTINUE:

If you STOP, record your score for the turn, adding the Gold Pieces scored on this turn to your previous total. Your turn ends – pass the dice to the player on your left.

*Scoring Hint:* You score points for each individual roll on your turn. You cannot combine dice rolled earlier in your turn with the results of a later roll to create better combinations.

For example, you cannot combine a  from your first roll with   from your second roll to form   . Your first roll scored 100 Gold Pieces. Your second roll gave you 200 Gold Pieces (for two single  results). The total is 300 Gold Pieces. You can't combine them all and call it a triplet.

## KICK DOWN THE DOOR

You may not record any score AT ALL until you score 500 or more in a turn. This is called *kicking down the door*. Once you have done so, that score, and all later scores, count normally.

Until you've kicked down the door, any score of less than 500 is reduced to 0.

**STEVE JACKSON GAMES**



If you CONTINUE, re-roll the dice that you have not already set aside for scoring. After each roll, you must set aside at least one die for scoring, just as before, or you Farkle. After each successful roll, you must once again decide whether to STOP or CONTINUE.

For example, let's say you roll and choose to set aside the (100) and (50). You then continue by rolling the four dice you did not set aside. You roll . You set aside the (50) and choose to stop, scoring a total of 200 Gold Pieces for the turn.

If you set aside *all* of your dice for scoring, you may STOP, or you may CONTINUE by re-rolling all of the set-aside dice.

*Scoring Hint:* If you continue, note your current score before re-rolling. The rolls that follow will add to your current score. If you Farkle, you lose everything you've accumulated for the turn.

Re-rolling all your dice in this way does not constitute a new turn. If you've already played a card this turn, you may not play another. If you started the turn rolling fewer dice than normal, you are still under that restriction.

## LEVEL 10

When any player has a total score of **10,000 Gold Pieces** or more at the end of their turn, they have reached *Level 10*. Finish the round so that every player takes the same number of turns. Then add the **Gold Pieces** shown on your unplayed cards to your score. Remember that the Gold Pieces shown on the cards only apply at the end of the game – they do not help you reach Level 10.

The player with the most Gold Pieces is the winner!

## Munchkin Farkle Scoring

(single)	50 Gold Pieces
(single)	100 Gold Pieces
(triplet)	200 Gold Pieces
(triplet)	300 Gold Pieces
(triplet)	400 Gold Pieces
(triplet)	500 Gold Pieces
(triplet)	600 Gold Pieces
(triplet)	750 Gold Pieces
(four-of-a-kind)	1,000 Gold Pieces
(three pairs)	1,500 Gold Pieces
(six-dice straight)	2,000 Gold Pieces
(two triplets)	2,500 Gold Pieces
(five-of-a-kind)	3,000 Gold Pieces
(six-of-a-kind)	6,000 Gold Pieces



Designed by Sam Mitschke • Developed by Randy Scheunemann  
 President/Editor-in-Chief: Steve Jackson • Chief Executive Officer: Philip Reed  
 Chief Operating Officer: Susan Bueno • Chief Creative Officer: Sam Mitschke  
 Production Manager: Sabrina Gonzalez • Production Artist: Gabby Ruenes  
 Project Manager: Darryll Silva • Cover by Ian McGinty  
 Director of Sales: Ross Jepson • Operations Manager: Randy Scheunemann

*Munchkin*, the pyramid logo, and the names of all products published by Steve Jackson Games Incorporated are trademarks or registered trademarks of Steve Jackson Games Incorporated, or used under license. *Munchkin Farkle* is copyright © 2021 by Steve Jackson Games Incorporated. All rights reserved. Rules version 1.0 (November 2021)