

YOU ONLY SNARKLE ONCE!

The player's tavern handbook

Roll with confidence.
Bank with restraint.
Blame the dice anyway.

STANDARD / FLAVORS / COMPETITIVE

Rules, controls, table etiquette and every item in the box.
Includes scoring examples, Hot Dice, final rounds and host options.

PLAYER GUIDE | NOVEMBER 2026

Your first good decision

A cozy table. Six dice. One very tempting extra roll.

Snarkle! is a push-your-luck dice game. Keep scoring dice to build your **pot**, then choose whether to roll again or move those points safely into your **bank**. Reach the target and survive the final challenge to win.

From the menu to your first bank

01. Choose how to play. Select Singleplayer, Local Multiplayer or Online Multiplayer. Start with Standard to learn the scoring.

02. Choose your table. Set the target, player names and bots. Start the match when everyone is ready.

03. Roll. Press ROLL, or hold the cup, move it to shake, and release.

04. Pick scoring dice. Click table dice or their tray tiles. BEST PICKS can select a scoring set for you.

05. Commit with KEEP PICKS. Selected dice become kept dice and their points enter the pot.

06. Bank or push. BANK saves the pot. ROLL risks it for more points. A roll with no score is a bust.

A little help is allowed
Leave SCORING GUIDE on while learning. It explains both the best scoring set and your own selection. BEST PICKS suggests dice; you still decide whether to keep them.

Find your way around

At the table	The deeper rules
Modes and setup / 03	Hot Dice and final rounds / 07
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Pick your kind of trouble

Mode	How it plays	Available in
Standard	Plain dice, familiar scoring and a shared table. Players take turns. No attack items.	Solo, local and online
Flavors	Turn-based play with marked flavor faces that change scoring and risk. No competitive item boxes.	Solo, local and online
Competitive	Everyone plays their own run at once. Random boxes, attacks and defenses add chaos.	Solo versus bots; online

Singleplayer and local play

Singleplayer controls one human seat; extra seats are bots. Competitive supports you against 1-3 bots without Steam or a lobby. Local Multiplayer shares one PC: pass the mouse or controller when the next player's name appears. Local play offers Standard and Flavors.

The current table supports up to four seats. In PLAYERS & BOTS, edit local player names and choose human or bot seats where available. Bot personalities are Bully, Chaos and Greedy. Bot speed is separate: Easy waits about 8 seconds per decision, Medium 4 seconds, and Hard 0.35 seconds; dice animation time is additional.

Online play: Steam-enabled builds

Host: choose Online Multiplayer, choose a mode, open STEAM LOBBY, set privacy and host the table. Invite friends or let them join an open table. The host chooses rules and starts the match.

Guests: join through an invitation or an available open table. Joined Steam friends occupy human seats; remaining seats can be bots. Online Standard and Flavors take turns. Online Competitive is simultaneous.

Before you press START
Confirm the target score, player list and mode. In Flavors, review the dice loadout and special scoring options. In Competitive, open ITEMS to turn individual items on or off for everyone. All items off means no question-box drops.

Know what you are looking at



Standard play: the table dice, kept dice and tray tell the same story from different angles.

On screen	What it means
Bank / Pot / Target	Bank is saved score. Pot is the current run's unbanked score. Target starts the endgame; it is not always an immediate win.
Table dice	Click available dice after a roll to pick or unpick them. They stay where they landed unless grouping is enabled.
Picked and kept tray	PICKED is a tentative selection. KEEP PICKS commits it. KEPT dice stay on the table in the holding area and stay out of the cup.
Scoring guide	Explains the throw and your choices. The guide can be switched off in settings.
Player cards	Identify whose turn it is. Competitive cards also show active effects and inventory information.

Picked is not banked
You can change a picked selection before KEEP PICKS. Once kept, its points are in the pot and its dice are locked for that throw. BANK is the separate action that saves those points.

Shake, pick, keep, repeat

Mouse and keyboard

Action	Input
Roll automatically	Click ROLL.
Shake the cup yourself	Click and hold your cup, move the mouse, then release.
Pick or unpick a die	Click the table die or its matching tray tile after the roll.
Keep / Bank / Best Picks	Click the named button.
Choose an attack target	Click an opponent's player card, or select RANDOM TARGET.
Pause / menu	Press Escape or open the table's menu.

Controller

Control	Action
D-pad / left stick	Move the highlighted selection.
A / Cross	Confirm; toggle a highlighted die or activate a button.
X / Square	KEEP PICKS
Y / Triangle	BANK
LT / L2	BEST PICKS
RT / R2 + left stick	Hold the cup and shake; release the trigger to roll.
LB / RB or L1 / R1	Cycle opponents in Competitive.
B / Circle	Back or cancel; at the table, open pause or cancel the held cup.
Start / Options	Pause or resume.
View / Share	Open the controls guide.

Mouse and controller can be used interchangeably. The controller name-entry keyboard supports local player names. In online play, opening a menu does not pause the match.

Make every picked die count

Only dice from the current throw can form a new combination.

Scoring pattern	Points before modifiers
Single 1	100
Single 5	50
Three 1s	1,000
Three 2s / 3s / 4s / 5s / 6s	200 / 300 / 400 / 500 / 600
Four of a kind	2 x the matching triple value
Five of a kind	3 x the matching triple value
Six of a kind, kept together	See the six-dice rule below
Straight: 1, 2, 3, 4, 5, 6	3,000
Three distinct pairs	1,500

Three examples worth remembering

1, 5, 2, 3, 4, 6: this is a straight worth 3,000 if you keep all six. You may instead keep a smaller scoring selection, such as the 1 for 100.

4, 4, 4, 1, 5, 2: keep the three 4s, the 1 and the 5 for 550. Leave the 2 out. A lone 2, 3, 4 or 6 cannot score.

5 now, two 5s later: the kept 5 cannot join the next throw to make three of a kind. Each new throw creates new groups.

Snarkle's current six-dice rule
The six-of-a-kind group itself is worth 2 x the triple value. The scoring guide also finds higher-value legal splits: keeping six 1s gives 3,100; six 5s gives 1,550. Keeping all six 2s / 3s / 4s / 6s gives 400 / 600 / 800 / 1,200. BEST PICKS may prefer five matching dice for more points, leaving the sixth to roll.

These are this build's rules, which can differ from other versions of Farkle. Flavor and item modifiers can change the totals. The in-game scoring guide shows the result of your exact selection.

Know when to walk away

A run is one trip from roll to bank or bust

Keep at least one legal scoring selection, then choose BANK or ROLL. You do not have to keep every scoring die. BANK adds the entire pot to your bank and ends the run. A normal bust loses the unprotected pot; it does not normally erase points already banked.

Hot Dice: everyone back in the cup

When you score every die in an intact pool of at least six dice, Hot Dice releases those kept dice for another roll. Your pot carries on growing. You can bank instead of pushing again. Removed dice prevent this normal Hot Dice reset.

The pinned-five exception
A scored pinned 5 stays locked even through Hot Dice. It gives 50 points once, never again in that run. You reroll the other five dice; if those five have no scoring result, you bust. The pin clears when you bank or bust.

Reaching the target starts the final challenge

One player: reach the target in your bank to win.
Turn-based multiplayer: the remaining players each receive one final run.
Simultaneous Competitive: each opponent finishes one remaining run. A run already in progress is that player's final chance; a player between runs gets a fresh one.

After everyone finishes, the highest bank wins. The player who triggered the final round wins an exact tie against a challenger. Other tied challengers are resolved in table order. A challenger must finish with a higher bank to take the lead outright.

Hot Potato cannot be used during the final round because it needs a later run. The optional all-Spicy Instant Win rule ends the match immediately instead of following the ordinary final challenge.

A practical risk check

Before rolling again, look at three things: how much is in your pot, how many dice remain, and whether another player is about to finish. More available dice usually give you more ways to score. A large pot still has no value in your bank until you save it.

A little seasoning changes everything

A flavor activates only when its marked face is showing and is used in a scoring selection.

A flavored die is not active on every side. On its other faces it behaves like an ordinary die, unless a separate item changes it. Choose a six-die preset or edit individual dice; a host can configure all seats or a specific seat.



Spicy

Each active Spicy face doubles the scoring combination it belongs to. Two in one combination make it x4.



Sour

Each active Sour face halves its scoring combination. Sour and Spicy modifiers combine: one of each cancels out.



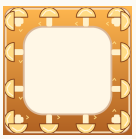
Sweet

Protects the value of the combination containing it. That protected value is banked if you suffer a normal bust.



Bitter

Adds 500 points for each active Bitter face in a scoring combination. The scored Bitter die is then removed for the rest of the run.



Umami

Keep two or more active Umami faces in the same selection to multiply that selection by the host's Umami setting (normally x1.5).

One combination, several modifiers
Three 4s start at 400. If two of those scoring dice show active Spicy faces, that combination is 400 x 2 x 2 = 1,600. Spicy on a separate single does not multiply the triple.

Wild faces and sharp edges



Prism

An active Prism face is wild for combinations. It cannot score as a single die.



Toxic

When scored, the Toxic die leaves the run and removes one remaining non-scoring die, if one is available.



Frost

When you keep an active Frost face in a scoring combination, your pot is automatically banked and the run ends.



Salty

In Competitive with flavors enabled, its scoring combination adds a bust penalty to the next seat. The penalty is capped at 2,000 and banking clears it.



Shadow

In Competitive, three or more active Shadow faces in one scoring combination steal its value from an opponent's bank, limited to the points they have. Defenses can stop it.



Mystery

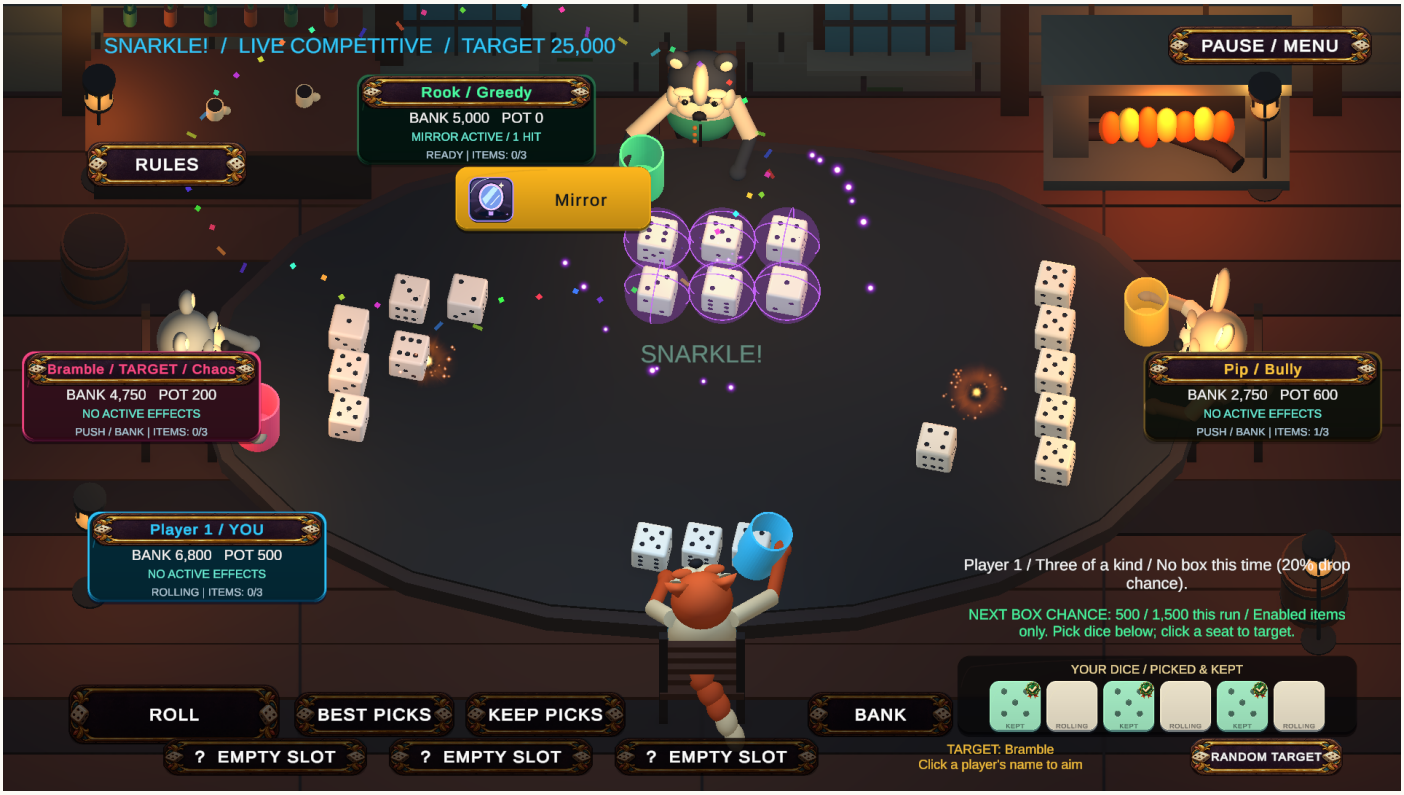
In Competitive, scoring its marked face gives a 30% question-box chance, unless the same keep qualifies for a higher chance. It is not a guaranteed item.

All six Spicy: the host chooses the rule

Stack: use the normal stacked Spicy scoring.
Jackpot: rolling all six active Spicy faces adds 10,000 to the pot and banks it.
Instant Win: that all-Spicy roll wins immediately.

Salty attacks, Shadow theft and Mystery boxes operate in Competitive. Their competitive effects do not trigger in the relaxed, turn-based Flavors mode. Plain dice have no flavor effect.

Choose your chaos



Competitive: each seat has its own pot, dice, inventory and active effects. Play continues around you.

Keep scoring combinations to get a **chance** at a question box. A drop opens into a random enabled item. Your inventory holds three items, and you can use **one item per run**. Unused inventory is separate from active effects; an empty slot does not mean your shield is inactive.

Qualifying keep	Box chance
Three / four / five / six of a kind	20% / 40% / 60% / 85%
Straight / three distinct pairs	70% / 40%
Hot Dice / scored Mystery face	35% / 30%
First crossing 500 / 1,500 / 3,000 scored points this run	20% / 40% / 60%

Each kept throw gets at most one attempt, using its best qualifying chance. Milestone attempts are spent even if no box drops. Later triples can still succeed independently. A full inventory cannot accept a box. Bigger combinations improve the contents as well as the drop chance; three-of-a-kind boxes draw small items such as Bubble, Nudge and Pin a Five.

Aim deliberately: click an opponent's name before using an attack, or choose RANDOM TARGET. A random target can still have a shield. TARGET DICE is for choosing a banked die for Flip; it is not needed for normal dice selection.

Keep your dignity intact

DEFENSES / Activate during your run, before it ends.



Bubble

Blocks one attack. It does not protect against a Farkle. Ends when it takes a hit, or when you bank or bust.



Mirror

Reflects one attack back toward its sender. Ends after reflecting a hit, or when you bank or bust.



Safety Net

On a normal bust, saves your current pot into your bank. Lasts for this run. A Loaded-die bust bypasses it; bust penalties can still deduct banked points.



Fortress

Blocks repeated attacks for the current run and the next run. Its duration decreases when each run ends.

Used item, active protection
Using an item removes it from inventory and activates its effect. Read the player card's active-effect line and the table visuals. Ordinary defenses expire at bank or bust; Fortress is the two-run exception.

Defenses stop incoming attacks, not the risk of rolling poorly. Safety Net is the item designed to protect the pot from a normal bust. A Bubble is not a substitute for banking.

Give your cup an advantage

DICE BOOSTS / Use before your first roll of the run.



Giant

Turns one die into a giant. It doubles the scoring combination that contains it and can jolt your rolling dice. Lasts for this run.



Mini

Turns one die into a mini and adds a seventh mini die. MINI RESCUE rerolls one non-scoring mini once during the run. A shrunk die is not a mini.



Loaded

Favors 1 and 6, but is dangerous: if the Loaded die cannot belong to any scoring selection on a throw, the run busts. That bust bypasses Sweet protection and Safety Net. Lasts for this run.



Golden Roll

Guarantees three matching dice on the opening roll when at least three dice are available. It does not guarantee a particular face or a successful whole run.



Salty

Competitive flavor variant only. Gives one die a Salty marked face for the run. Scoring that face adds a bust penalty to the next seat; it is not aimed using the normal target selector.

These dice-changing items require the READY state before the opening roll. MINI RESCUE appears when a usable mini is available; an ordinary Standard game does not need this control.

Make it someone else's problem

ATTACKS / Choose an opponent or RANDOM TARGET first.



Pin a Five

One rolled 5 must score alone for 50. It cannot join a combination. It stays kept through Hot Dice until bank or bust; if the target is between runs, the pin starts next run.



Nudge

Adds 500 to the target's bust penalty, up to the 2,000 penalty cap. Banking clears it. Applies to one run.



Shatter

Removes one starting die next run. Stacks to a maximum of three missing starting dice. Lasts that run.



Shrink

Shrinks one die next run. That die halves its scoring combination. Lasts the run and does not grant Mini Rescue.



Flip

Flips a die in the target's last banked groups to the opposite face (1/6, 2/5, 3/4). Any lost group value is deducted from their bank immediately.



Heist

Immediately steals up to 1,000 banked points, limited by the target's bank. The stolen points enter your bank.



Megaton

Immediately removes up to 1,500 banked points and removes one starting die from the target's next run.



Point Swap

Immediately exchanges your banked score with the target's banked score. It does not exchange the current pots.



Hot Potato

After keeping dice, pass your pot and remaining dice to the target's next run, ending yours. If they bust, the carried pot goes to its source. Unavailable in the final round.

Your table, your preferences

The pause menu

Open the table menu or press Escape / Start. Resume play, read Rules, open Settings or Controls, or leave for the main menu. Offline play pauses; online play continues while you are in a menu.

Setting	What to choose
Scoring Guide	On for explanations of the throw and your selection. Off for a clearer table once you know the rules.
Overhead After Roll	Automatically raises the view after a roll for a clearer look at the dice.
Group Dice After Roll	Gather dice after they land, or leave them in their natural positions.
Magic Effects	Full, Subtle or Off. Full is the default; choose the amount of motion and spell effects you prefer.
Music & Sound	Adjust volumes and soundtrack choices. Automatic music follows the table theme or mode.
Table theme	Choose the look for Standard and Flavors. Competitive uses its tavern table.

Before a competitive match

The host can enable or disable each item in ITEMS. Changes apply to the whole table. Disabling an item removes it from box contents. The Salty item requires the flavor variant. You can turn every item off for a match without item boxes.

A comfortable way to learn

Start with Standard, the scoring guide on, and a slower bot. Add Flavors after the scoring patterns feel familiar. For Competitive, begin with a small set of items, then add more as the group learns their effects.

Keep the desk reference nearby
The separate two-page quick reference is designed for a desktop or printer. Page one covers turns and scoring; page two covers flavors and items. Choose Letter or A4 and print at Actual Size.

Yes, the dice heard you

Why can't I keep my selection?

Every picked die must score in the same throw. Remove any lone 2, 3, 4 or 6 that does not belong to a combination, or use BEST PICKS for a suggestion.

Why are my kept dice still on the table?

They are set aside, just as in a physical dice game. They stay out of the cup until the run ends or Hot Dice releases them. A pinned 5 remains locked through Hot Dice.

Pin a Five hit my three 5s. What happens?

The pinned 5 scores 50 by itself. The other two may still score as 50-point singles, for 150 total. They do not receive a three-of-a-kind bonus.

Why did I get no box after three of a kind?

It is a chance, not a guaranteed reward. Three of a kind normally has a 20% drop chance. Full inventory and the host's enabled items also matter.

Do I need Steam to play Competitive against bots?

No. Choose Singleplayer and Competitive, then START VS BOTS. Online Multiplayer is the route that uses a Steam lobby.

Someone passed the target. Why are we still playing?

Other players have a final chance. The highest bank after the final runs wins; reaching the target first does not normally end multiplayer immediately.

A reputation worth displaying

The in-game awards track milestones and play styles. You might earn **Mine. All Mine.** for your first bank or **There Goes the Rent** for losing 5,000 unbanked points in one bust. Browse the awards and badges in the game to see their goals and your progress.

Edition: November 2026. This guide follows the current Snarkle rules and menu wording. Host options change some rules; consult the in-game scoring guide for the exact value of a throw. Steam features require a Steam-enabled build.