



Kingdom Come Deliverance: Farkle Dice Set



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Summary

Loaded/rigged dice to emulate the KCD minigame

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Kingdom Come: Deliverance is a truly great video game. Those who have played it will know this. For those who haven't, the game, set in Bohemia in 1403, includes a minigame of Farkle Dice, which is played in the taverns about the land. The cool part about this is that, during his questing, the main character of the game (Henry of Skalitz) may collect many "loaded" trick dice to increase his odds of winning.

Of course, in a computer game the odds of dice rolling a specific number can be programmed, but I have set about trying to emulate a similar set of dice that could be printed and used to play a completely rigged game of Farkle!

I have not recreated every die in the game, as some are quite useless. These are the ones I have created:

The Odd Die - this die is weighted diagonally in such a way that 1, 3 & 5 are the most likely toss

The Even Die - as above, but weighted on the opposite diagonal to favour 2, 4 & 6

The Lucky Die - weighted to favour 1

The Lu - Ci - Fer Dice Set - weighted to favour 6 (for those who haven't played, these three dice stand for "lucifer" and are meant to roll "666" most often

The Holy Trinity Die - weighted to favour 3

The Devils Head Die - A die that represents a wild in the game. I created a biased and unbiased version of this

The Heavenly Kingdom Die - A die with the KCD logo on it, that is loaded in the game to favour 1 and 6. It isn't possible to load a physical dice for 1 and 6 at the same time, so I created a version that favours the KCD logo and an unbiased version

A plain die - There is a generic die there too, in the same size and style.

To finish the set off, I also printed a stencil with the KCD logo and used it to spray a small hessian bag to hold them.

These dice don't necessarily need to be used in a KCD context, and just some of the loaded dice can be printed for a neat set. I printed in a variety of colours, so that each one could be identified. There are colours that match the game, but I didn't have every filament in stock.

Colour doesn't really matter, nor does the number of any type of dice, as multiples can be found in the game - a set of six odd dice is really neat!

The dice are all 20mm square. I printed the loaded/biased dice with 100% infill and the unbiased dice with 50% infill so that they would weigh roughly the same (the biased dice are all 50% hollow by design, or there about). I printed .12 layer height, .4 nozzle. When you slice these, pay attention to where the cavity is positioned - that will give an idea of how they are weighted.

As far as how the dice roll, I've tossed all of them a few times and there is a clear bias to them. You don't get the same number every roll, but there is a definite pattern - for example, I rolled three "lucifer dice", got one 6 on the first roll and rerolled the other two, both of which landed on 6 as well. It doesn't go that way every time, but it is better than the straight odds.

Here is a link to the KCD wiki about the minigame:

<https://kingdom-come-deliverance.fandom.com/wiki/Dice>

Also, link to Farkle as a general game:

<https://www.dicegamedepot.com/farkle-rules/>

Model files



holy_trinity_biased3.stl



lu_ci_fer_dice_biased6.stl



odd_dice_biased135.stl



even_dice_biased246.stl



holy_kingdom_biased.stl



devils_head_biased.stl



lucky_dice_biased1.stl



holy_kingdom_unbiased.stl



devils_head_unbiased.stl



ordinary_dice.stl



kcd-logo-stencil.stl

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