

Game rules summary: Einfach Genial Das Würfelspiel

2-4p, age 8+, by Reiner Knizia. © Kosmos 2012

Objective

The first player to fill the score sheet to column 7 in all colours wins.

Setup

Distribute a number of Ingenious dice based on the number of players.

2p = 4 dice

3p = 3 dice

4p = 2 dice

Note that in 2p & 4p games one die is returned to the box and not used. After distributing dice, each player rolls his dice and leaves the result displayed in front of themselves (see optional start-up below).

Gameplay

Choose a start player and proceed clockwise.

1. On their turn, a player rolls all of their dice, and may re-roll twice. The player must accept this third roll. Note that when a player re-rolls, they must re-roll all of their dice.
2. The player resolves the dice one at a time in any order they wish. Compare the symbol on the die to the symbols on the dice in front of the other players. For each symbol matching the player scores one point in the row of his score pad that corresponds to that symbol (See "Scoring Restriction" below) Do not count points for matching the symbol from one of your own dice (see "Wild Scores" below).
3. Once a player has completed their turn the dice are left displayed in front of them for others to use for matching symbols and the player to their left begins their turn.

Wild Scores

- 2 matching symbols. If a player has a pair they may choose to use them as a wild score instead of matching them to other players' dice. This acts as a joker, allowing any one symbol to be scored.
- 3 matching symbols. (2 or 3p game) This may be used as a double joker – 2 symbols being scored (going to the same symbol). Alternatively the player could use the pair, and match the other.
- 4 matching symbols (2p game). A player may use all four dice as a triple wild score instead of matching them to other players' dice. Choose any one symbol and score 3 points in the matching row. Or choose to use three of the dice as a double wild score and use the other die to match to other players' dice for points; use the dice as two separate pairs for two single wild scores.

Note that any dice used for a wild score are not used to match to other players' dice for points. Players do not have to use matching sets for wild scores if they do not wish to, in which case they match the dice to other players' dice as normal.

Scoring Restriction

Each scoreboard is separated into 3 areas: Columns 1–3, columns 4–6, and column 7. A player may not score in columns 4–6 if he has an area that has yet to score in the first area. Likewise, he may not score column 7 if he still has any symbol with no score in the second area (ie in column 4).

Game end

The first player to complete column 7 of their score board wins and the game is over. If scoring points for a series of games count the completed rows for each player's score.

Optional Starting Rule (recommended)

To compensate for the advantage of going first, players do not roll their dice before the first turn of the game. Consequently, the first player starts with no dice available for matching. On his initial turn, the first player can only score points through wild scores.