



# GANZ SCHÖN CLEVER

(That's Pretty Clever!)



8+



1-4



30 min

## CONTENTS



1 Score pad

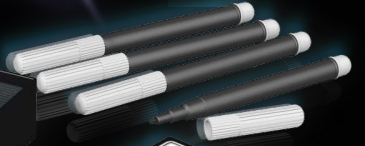


6 Dice



4 Felt-tip pens

The clever dice game by Wolfgang Warsch for 1-4 players, ages 8+.



## GAME OVERVIEW

Choose your dice cleverly in *Ganz Schön Clever*, marking them in the matching colored areas on your Score sheet, putting together tricky chain scoring opportunities, and racking up the points! The dice you don't use are as important as those you do, because every die that has a lower value than your chosen die can be used by the other players, keeping everyone in the game at all times! The player with the most points at the end of all rounds of the game wins!

## SETUP

Each player receives a Felt-tip pen and Score sheet. Randomly choose a starting player, who picks up the 6 dice.



## Round track

The diagram shows the layout of the score sheet with the following components:

- Dice field:** A grid for recording dice rolls, including a 'Reroll' section with a die icon and a 'Roll' section with a die icon.
- Round track:** A horizontal track for recording round numbers 1 through 11.
- Yellow area:** A grid for recording scores from 1 to 12, with 'X' and 'Y' markers.
- Green area:** A grid for recording scores from 1 to 26, with 'X' and 'Y' markers.
- Orange area:** A grid for recording scores from 1 to 13, with 'X' and 'Y' markers.
- Purple area:** A grid for recording scores from 1 to 13, with 'X' and 'Y' markers.
- Blue area:** A grid for recording scores from 1 to 11, with 'X' and 'Y' markers.
- Bonus:** A section for recording bonus points.
- Extra dice:** A section for recording extra dice.



## GAMEPLAY

The game is played over four (4 players), five (3 players), or six (1 and 2 player) rounds.



Actions or bonuses that players receive at the start of each round

At the start of each of the first four rounds, each player gets one bonus, as shown on the Round track on the Score sheet (players choose one of the two options in round 4).

## ACTIVE PLAYER



The active player receives all the dice. He rolls all 6 once, then chooses a die, placing it onto one of his 3 Dice fields (top left of Score sheet), without changing the number of the die.



Using the chosen die, the player must now use the value and the color to mark on his Score sheet a corresponding number in the same color field (see Score sheet). The white die is a wild color and can be used in place of any other color.



Then the active player must place all dice that show a lower value than the currently selected die onto the Silver Platter printed in the box. If a player selected the lowest value die, no dice are placed onto the Silver Platter. Dice on the Silver Platter can no longer be used by the active player (exception: Additional Dice action).



With the remaining dice, the active player rolls a second time. He again chooses a die, places it onto a free Dice field and enters its value in the matching color field on his Score sheet. All dice that show a lower value than the selected die again are placed onto the Silver Platter.

The active player then rolls a third time and executes the actions as described above one last time. Then he places ALL remaining dice not on his Score sheet onto the Silver Platter.

**Attention:** If a player decides in the first or second roll to take a high value die, it may happen that there are no dice left for a reroll. If this happens, the player simply performs fewer than three rolls. Of course, it's best to avoid this situation.

## ACTIVE PLAYER EXAMPLE

1. Paula is the active player and rolls all 6 dice.



2. She chooses the purple die, a 3, and places it onto an empty Dice field on her Score sheet. Paula then records the corresponding number (3) in the purple area of her Score sheet.



3. Paula places all the dice that are less than 3 onto the Silver Platter.



4. Paula rolls the 4 remaining dice a second time.



5. She selects the white wild die, a 4, and places it onto an empty Dice field on her Score sheet. She then decides to record the corresponding number (4) in the purple area of her Score sheet.



6. Paula places all dice less than 4 on the Silver Platter.



7. For her final roll, only one orange die remains. Paula rolls a 3, places the orange die onto the last empty space in the Dice field, then records the corresponding number (3) in the orange area of her Score sheet.



## PASSIVE PLAYERS

Only after the active player has placed 3 dice onto his Score sheet, or can no longer reroll because all remaining dice are on the Silver Platter, do the other players (i.e. passive players) get to enter play.

All passive players may now take advantage of the dice set aside on the Silver Platter. Of these dice, each player can choose one die to use to mark a space on their Score sheet. All passive players choose simultaneously, and a die can be chosen by multiple passive players. After each passive player has marked their chosen die, the player to the left of the active player claims all six dice and rolls them based on the rules described above, as the new active player. He gets all six dice and rolls, as described above.

A round ends after each player has been the active player once.

## SCORE SHEET



The Score sheet has five colored areas. For each die, a player will mark one field or write one number in one space.

Three areas (green, orange, purple) show an arrow on the left. You will start entering numbers at the left of these lines and proceed to the right in order, without skipping spaces.

In the two areas without numbers (yellow and blue), you can enter an appropriate number no matter where it is.



### WHITE DICE

The white die is wild and can either be used as a yellow, green, orange, or purple die or can be combined with the blue die to create a sum for the blue area.



### YELLOW DICE

Yellow dice are recorded by the player in this area. You simply cross out the value of the chosen die in the yellow area. Although each value appears twice, you may only cross out one block per chosen die. Spaces can be marked off in any order. Once a column is completely ticked, the player circles the starred number at the bottom of the column. These points are considered scored. The bonuses at the end of a row will be explained later.



### BLUE DICE

Here, as in the yellow area, boxes can be completed in any order. If a player chooses a blue die, he adds the current value of the white die to it to determine the combined value (no matter where the white die is). The same applies in reverse, if the player uses the white die as a wild blue — he adds the current value of the blue die to the white die to come up with a total. Again, this applies even if the second die is on a player's Dice field or if it is on the Silver Platter, and whether it is an active or passive player choosing. Players cannot opt to consider the value of only one die when filling in the blue area. If the active player chooses the blue die on one turn and the white die on another turn, he could potentially mark two blue area fields during one round.



At the end of the game, players count how many marks they have made in the **blue area**. The point scale at the top of the area indicates how many points they will get for this section.



### GREEN DICE

Using **green** dice, players can mark off spots in the **green area**. Players must start at the leftmost space and proceed to the right, not skipping any spaces. For each space, players must meet the minimum required value in order to be eligible to mark the next space.



The white number in the star above the last selected field indicates the number of points scored for this section at the end of the game.



### ORANGE DICE

Using **orange** dice, players can mark off spots in the **orange area**. Players must start at the leftmost space and proceed to the right, not skipping any spaces. For each space, players record the value of the selected **orange** die. There are no restrictions here, but there are spaces that have multipliers. Here the player multiplies the die value times the multiplier and records that number (e.g. a 4 marked on an “x2” field is recorded as an 8).



At the end of the game, players score the sum of all recorded numbers from the **orange row**.



### PURPLE DICE

Using **purple** dice, players can mark off spots in the **purple area**. Players must start at the leftmost space and proceed to the right, not skipping any spaces. For each space, the number entered must be higher than the previous number.

There is an exception! After a player enters a 6, any number may come next (e.g. 2 < 5 < 6 < 3 is acceptable).



At the end of the game, players score the sum of all recorded numbers from the **purple row**.



## Special Case




If a passive player can't use any die from the Silver Platter, they may use one die from the active player's Score sheet. It is not possible to voluntarily refuse a die from the Silver Platter to do this.


If the active player can't use any of the dice from a given roll, they simply cannot put a mark on their Score sheet for that roll. This still takes one of their maximum of 3 rolls.



## BONUSES


Players can earn bonuses, which are listed at the end of rows or columns or directly below certain fields.



   X-bonus: As soon as a player completes a row, column, or field with an X-bonus, they must immediately mark a box in the corresponding color area. This can be any number in the **yellow** or **blue** area and will always be the next field in the **green** area.

 The black X-bonus available at the start of round 4 can be used to fill in a **yellow**, **blue**, or **green** field, as described above.

  A **purple** or **orange** background with a number indicates that a player can immediately place this number in their next available space in the corresponding area. This must be done immediately, if possible, and cannot be saved for later.

 The black 6-bonus available at the start of round 4 can be used to fill in a 6 on either the **purple** or **orange** row.

If entering a bonus awards another bonus, it is executed immediately, so players can chain bonuses.

### Summary of Bonuses:







Bonus on an **individual field** = Redeemed immediately as a number is entered in this field.

Bonus at the **end of a line or column** = Redeemed only once all fields in the line/column are marked.



Foxes award points at the end of the game. Each activated Fox will score as many points as the player's lowest-scoring colored area.

For example if a player's worst-scoring area is **orange**, with 5 points, each Fox will score that player 5 points. If a player scores 0 points in an area, Foxes are worthless!

	Felix	
	46	
	37	
	28	
	5	
	21	
		
Z		



## ACTIONS

The two action bars can be unlocked during the game. Unlike bonuses, actions can either be used immediately after they have been unlocked or can be saved for a later turn or round.

When a player unlocks an action, they should circle the next space in the corresponding row. After they use the action, they should cross out the first available circled space. Players can perform as many actions as they wish in a given turn, provided they still have actions available.



### Reroll action:

*This can be used only by the active player.* If they wish to reroll all of the dice they just threw (i.e. not dice on their sheet or on the Silver Platter), they can spend an action to do so. All rolled dice must be rerolled when doing this (i.e. you cannot keep some dice and reroll others).

### Extra die Action:

Using this action, an extra die can be selected. This action can only be performed at the end of a round (i.e. after the active player has regularly assigned all of his dice or after a passive player has chosen a die from the Silver Platter).

With this action, the player can choose any of the six dice, including a die that the active player has taken or even the die that the player just took with their regular action! Players can use multiple additional die actions during a single round, but each individual die can only be chosen once a round in this manner.

## ACTIONS EXAMPLE



Paula has chosen the dice and entered them onto her Score sheet. She still has two additional actions. For the first action she chooses the white die as an extra die, using it as a **yellow** 4. With a second extra die, choosing the white die again is not an option. However, she can choose the **blue** die and thus, together with the white die, tick one 7 in the **blue area** (blue 3 + white 4 = 7).



## GAME END

The game ends after the last active player has finished their turn in the final round and after passive players have all taken their actions for this round. Each player can use additional die actions here, but any remaining Reroll actions will expire.



A player will then record the scores for each player in each colored area. Earned Foxes will be scored for each player. A player's Foxes are each worth the value of that player's lowest scoring area.

Points are summed, and the player with the highest total wins. If there is a tie, the player with the highest score in an individual area breaks the tie. If no winner can still be determined, the victory is shared.

## SOLO GAME

The goal of the solo game is to score as many points as possible. The rules are largely the same.

The solo game lasts 6 rounds. The player starts as an active player then takes the role of the passive player before becoming active again. Thus, the player will be active and passive 6 times, alternatively. When the player is in the passive role, he rolls all six dice and places the three lowest values onto the Silver Platter. If it's a tie, three dice are still placed, with the die closer to the Silver Platter breaking the tie.

**Attention:** Like in a multi-player game, as passive player you cannot use the re-roll action.

A player can determine how clever they are by checking their final score against this table:

	LEVEL	SCORE
★★★★★	You're so clever!	> 280
★★★★☆	Are you Einstein?	260-280
★★★☆☆	What a genius!	240-259
★★★☆☆	Impressive!	220-239
★★☆☆☆	Hats off to you!	200-219
★☆☆☆☆	Great result!	180-199
★☆☆☆☆	That was pretty good.	160-179
★☆☆☆☆	Not bad... you could do better.	140-159
☆☆☆☆☆	Try harder!	< 140

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