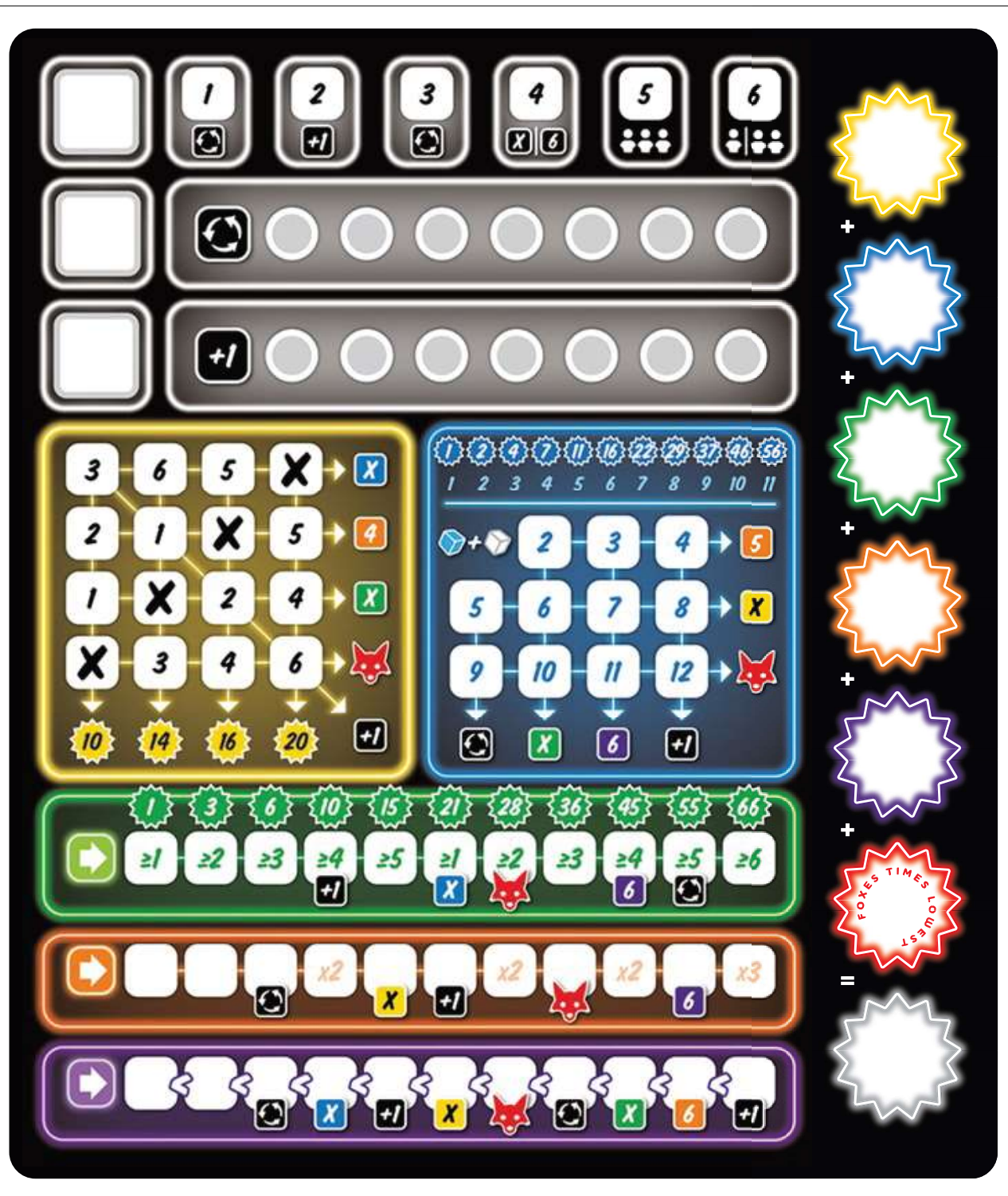




Set-Up:

- Each player takes 1 tracker sheet and something to write with.
- Select a Start Player, who takes all 6 dice – yellow, blue, green, orange, purple, and white.

Game Summary:

The game is played over 4/5/6 rounds with 4/3/2 players. Each player takes a turn as the “Active Player” once each round. The Active Player rolls the dice and claims up to 3 to use on the tracker sheet. After the Active player goes, all other players, called the “Passive Players”, use 1 die that wasn’t chosen. After this, the next player clockwise is Active. After all rounds are completed, add up all points earned for the 5 sections of the tracker sheet, and the winner is the person who scores the most points.

Active Player:

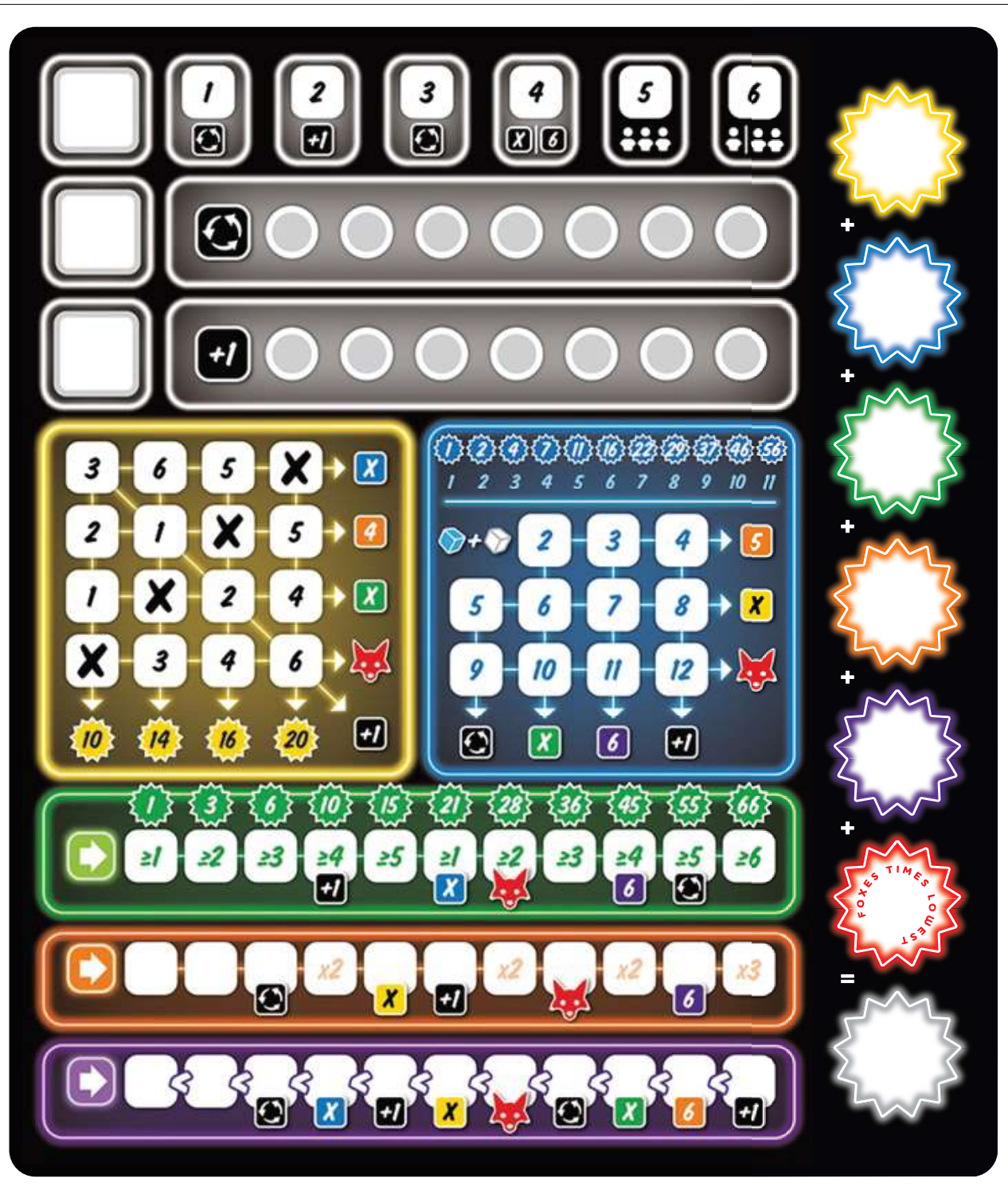
- The Start player is always the first “Active Player” each round.
- Roll all 6 dice and choose 1, placing it on 1 of the 3 open dice fields on the tracker sheet. Use this die to mark on the matching area. See “Tracker Sheet” below.
- Any die with a LOWER value than the die just chosen is moved to the “silver platter”.
- The Active Player rolls the dice a 2nd time, but NOT the dice on the platter nor the dice on the tracker sheet. Repeat choosing a die, marking the tracker sheet, and removing any lower dice to the silver platter.
- If any dice are left, roll them a 3rd time and do the same as before. All dice not selected by the Active Player are moved to the Silver Platter.
- There may be fewer than 3 rolls, if too many lower dice are removed to the silver platter.
- If the Active Player can’t use any of the dice rolled, roll again, counting as 1 of the 3 rolls.

Passive Players:

- After the Active Player is finished rolling, all the other players simultaneously choose 1 die on the silver platter and mark its area. Don’t physically take the die. Multiple people can use the same die. See “Tracker Sheet” below.
- If a Passive Player CAN’T use any die on the silver platter, they can use any die on the Active Player’s chosen field.

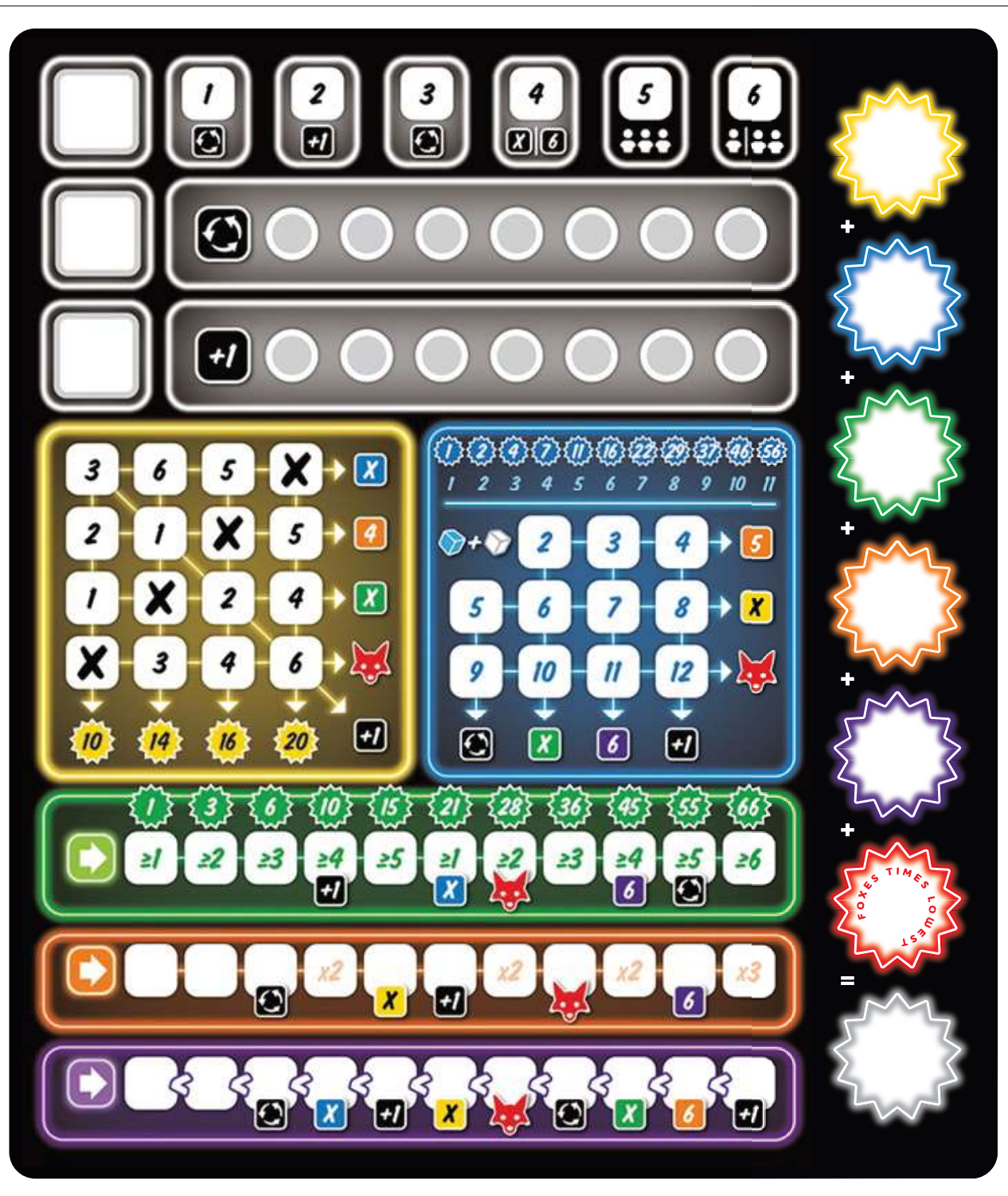
Next Player, Next Round

- The player to the left of the Active Player then becomes the new Active Player.
- The round ends after every player has been the Active Player, and the Passive Players are finished.
- After 4/5/6 rounds with 4/3/2 players, the game ends. Go to the “End Game”.



Tracker Sheet:

- Your sheet shows 5 different areas based on the 5 colored dice.
- The White die is wild and can be used as a Yellow, Blue, Green, Orange, or Purple die.
- When a die is claimed, mark off a number or fill in a box based on the colored area.
- The Yellow and Blue areas allow you to mark off any 1 number per die selected, no matter the location or order.
- The Green, Orange and Purple areas start on the leftmost box and go right, without skipping.
- **Yellow Area**
 - o When the Yellow die is selected, mark 1 of the 2 matching numbers, regardless of order.
 - o When a row is complete, earn the bonus shown. See “Bonuses” below.
 - o When a column is complete, circle the value at the bottom. Earn these points at the end for Yellow.
- **Blue Area**
 - o When the Blue die is selected, add to it the value of the white die, no matter where the White die is. Don’t move the White die with the Blue die, leave it where it is!
 - o If the White die is chosen as a Blue die, add to it the value of the real Blue die.
 - o Mark off the box that is the sum of the Blue and White dice. Order does not matter.
 - o When a row or column is complete, earn the bonus shown. See “Bonuses” below.
 - o The points for Blue at the end of the game is the number in the sequence at the top of the Blue area corresponding to the number of boxes marked for Blue.
- **Green Area**
 - o When the Green die is selected, mark the leftmost box, proceeding right, without skipping. The die must meet the minimum requirement shown in the box.
 - o The points for Green at the end of the game is the number over the last box marked off.
- **Orange Area**
 - o When the Orange die is selected, record the value on the die in the leftmost box, proceeding right, without skipping. Some boxes have multipliers to increase the value.
 - o The points for Orange at the end of the game is the sum of all the numbers.
- **Purple Area**
 - o When the Purple die is selected, record the value on the die in the leftmost box, proceeding right, without skipping, where the next value in the sequence must be higher than the previous. However, any value may follow a “6”.
 - o The points for Purple at the end of the game is the sum of all the numbers.

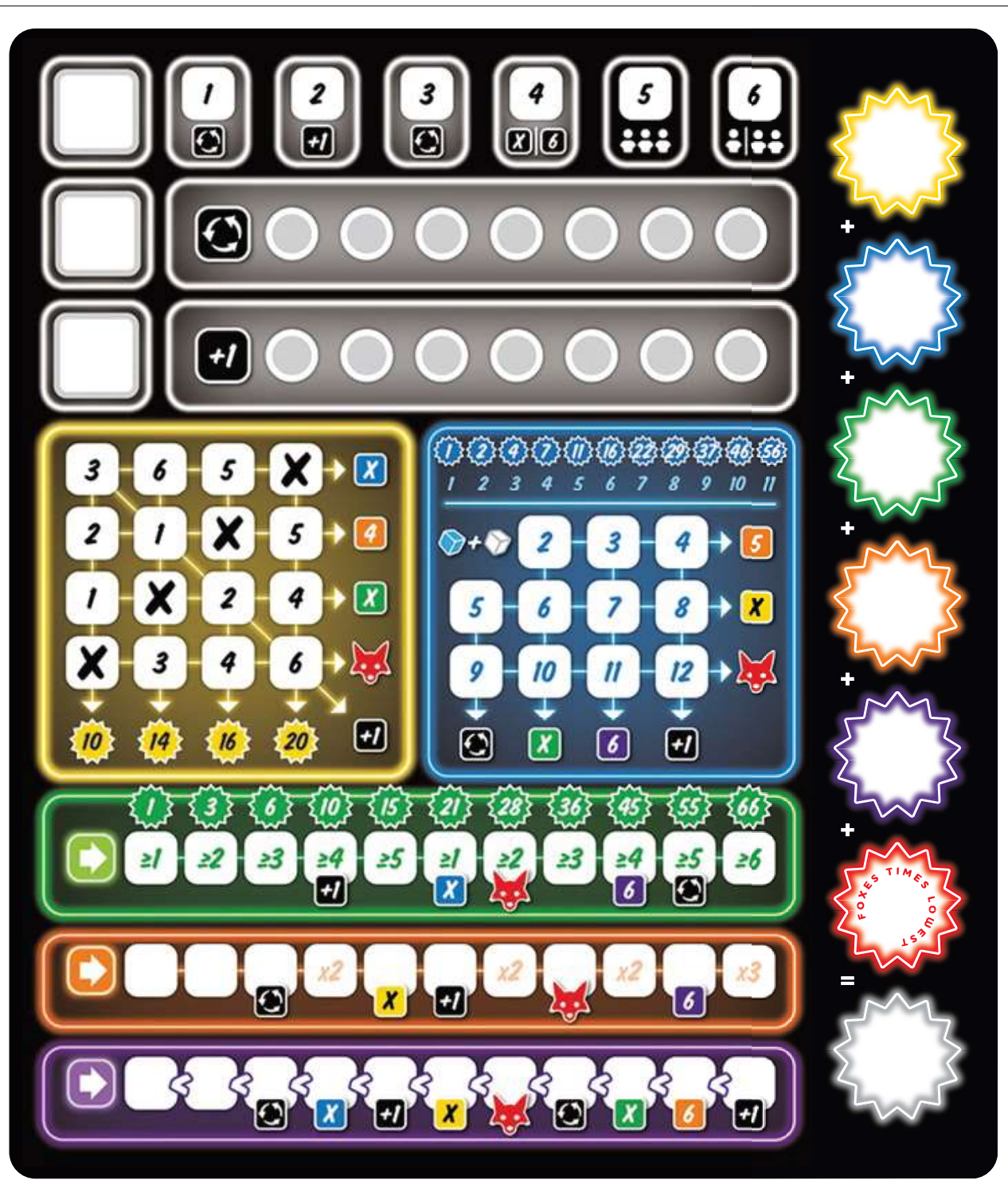


Actions:

- At the top of your tracker sheet are the 6 “Round” boxes. Underneath these are 2 rows of “Reroll” and “+1” Action symbols, followed by 7 available spaces.
- When Actions are earned, circle an available space in the corresponding row.
- Actions may be saved and used later. When used, mark the circle.
- As many Actions may be used on a given turn as have been earned!
 - **Reroll**
 - Reroll ALL dice just rolled only when you are the Active Player.
 - Dice previously placed on the silver platter or tracker sheet are NOT rerolled!
 - **+1**
 - The Active Player and any Passive Players may use the “+1” action.
 - After all dice have been used this turn by all players, each “+1” action allows a player to use any one of the 6 dice AGAIN!
 - Multiple “+1” actions may be used on a turn, but each die may only be used once for each “+1” action in a single turn.

Bonuses:

- Bonuses are the values at the end of columns/rows and underneath certain track boxes.
- Bonuses are also available at the beginning of rounds 1 through 4.
- Bonuses reached on the Green, Orange and Purple tracks trigger immediately.
- Bonuses at the end of a column/row trigger when the column/row is completely marked off.
- Bonuses can cause other bonuses to trigger. In other words, Bonuses can chain!
 - **Yellow/Blue/Green/Black X**
 - Immediately mark a box in the area.
 - If yellow/blue, mark off any box you want. If green, mark the next leftmost box.
 - At the start of round 4, if chosen, the Black “X” lets you choose to mark the Yellow, Blue or Green area.
 - **Purple/Orange/Black 4,5,6**
 - Immediately record the corresponding number in the next leftmost box in the area.
 - At the start of round 4, if chosen, the Black “6” lets you put a Purple or Orange “6” in the leftmost box.
 - **Fox Symbols**
 - Each “Fox” unlocked by the end of the game is worth the points of the LOWEST scored section.



Ganz schön clever

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End Game:

- The game ends after all Passive Players have finished the last Active Player's turn of the last round. Final "+1" actions may be used by players, but all "Rerolls" are lost.
- Score the indicated points for each of the 5 areas.
- Multiply the number of "Fox" symbols earned with the lowest score of the 5 areas. Score the "Fox" bonus.
- Total the 5 areas and "Fox" bonus.
- The winner is the player with the most points; the tiebreaker is the highest score in any one individual area.

				
				
				
				
				
				
				
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