

Pretty Clever

(The Solo game will not be covered here)

Set-Up:

- Each player takes 1 tracker sheet (with score matrix on the back), and something to write with.
- Choose a Start Player, and give them all 6 dice (yellow, blue, green, orange, purple, and white).

Game Flow:

- The game is played over 4/5/6 rounds with 4/3/2 players. Each player will be the “Active Player” 1 time each round.
- As the Active player, roll dice and claim up to 3 to use on your sheet. After the Active player goes, all other players, called the “Passive Players,” will get to 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 your tracker sheet, most points wins.

Active Player:

- The Start player will always be 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. Must use this die now to mark on the matching area. (see “Tracker Sheet” below)
- Any die that has a LOWER value than the just die chosen will be moved to the “silver platter,” keeping its number.
- The Active Player will now roll the dice (not the dice on the platter and not the dice on his tracker sheet) for a 2nd time. Repeat choosing a die, marking the tracker sheet, and removing any lower dice to the silver platter.
- If any dice are left, roll them for a 3rd time and do the same as before. All dice that were not selected by the Active Player should now be on the Silver Platter.
- There is a chance that less than 3 rolls are used due to someone taking a high number early.
- Also, if the Active Player can’t use any of the die rolled, they simply roll again, but that counts as 1 of their 3 rolls.

Passive Players:

- After the Active Player is finished rolling, all the other players will simultaneously choose 1 die on the silver platter and mark its area now. Don’t physically take the die. Multiple people can use the same die. (see “Tracker Sheet” below)
- If a Passive Player can’t utilize any die on the silver platter, they can then use any die on the Active Player’s chosen field.
- The player to the left of the Active Player now becomes the new Active Player.
- Once all players have become the Active Player (and the Passive Players are finish), the round is over.
- After 4/5/6 rounds with 4/3/2 players, the game will end. Go to 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 Green, Orange, Purple, Yellow or Blue die. See “Blue Area” for more details.
- Every time you claim a die, you will mark off a number or fill in a box based on the colored area.
- The Yellow and Blue sections allow you to mark off any 1 number per die selection, no matter the location or order.
- The Green, Orange and Purple areas start on the left side, and go right, without skipping any boxes.
- **Yellow Area**
 - When the Yellow die is selected, simply cross out 1 of the 2 matching numbers. Order does not matter.
 - When a column is complete, circle the value at the bottom, you will earn this in points at the end for Yellow.
 - When a row is complete, you will earn the bonus shown. See “Bonuses” below for details.
- **Blue Area**
 - When the Blue die is selected, you must add to it the value of the white die. It doesn’t matter where the white die is, just add the value to the blue die. Don’t move the white die with the blue die, leave it where it is!
 - Likewise, if the white die is chosen as a “wild blue die,” you must add to it the value of the real blue die.
 - When you have the combined value, mark off the box that is the sum. Can be crossed off in any order!
 - At the end of the game, you will count how many boxes you have crossed off and score points for Blue based on the sequence at the top of the section.
 - Just like the Yellow die, when a row or column is completed, earn the bonus shown. See “Bonuses” below.
- **Green Area**
 - Starting with the left-most box, and without skipping, proceed right when taking a Green die.
 - The die chosen must meet the minimum requirement shown in the leftmost box. Mark this box off.
 - At the end of the game, the number over the last box marked off will be earned as points for Green.

- **Orange Area**
 - Starting with the left-most box, and without skipping, proceed right when taking an Orange die.
 - There are no restrictions, just record the value on the die. Some boxes have multipliers to increase the value.
 - At the end of the game, add up all the number to earn your score for Orange!
- **Purple Area**
 - Starting with the left-most box, and without skipping, proceed right when taking a Purple die.
 - When recording the value, the next value in the sequence must be higher than the previous, except the 6, any value can go after a 6.
 - At the end of the game, add up all the number to earn your score for Purple.

Actions:

- Underneath the 6 “Round boxes” at the top of your tracker sheet, you will notice 2 rows showing a “reroll” and “+1”.
- When you earn either of these 2 symbols, you will circle the next available space in the corresponding row to unlock it.
- You don’t have to use this action immediately, but when you do decide to use it, fill in the circle you marked previously.
- You can perform as many actions as you wish on a given turn as long as you have earned them to use!
 - **Reroll**
 - Use only when you are the Active Player to reroll ALL dice you just rolled.
 - Don’t reroll dice on the silver platter or on your sheet. Just the dice you just rolled!
 - **+1**
 - You don’t have to be the Active Player to use +1 action.
 - After everyone has used a die this turn (active and passive,) you can use a +1 action to use any of the 6 dice again! Even any of the dice you just used on your turn.
 - You can use multiple +1 actions on a turn, but can only use a die once for the +1 action in a single turn.

Bonuses:

- Bonuses are the values at the end of columns/rows and underneath certain track boxes.
- At the beginning of rounds 1-4, a bonus will be available.
- When a bonus is reached on the Green, Orange and Purple tracks, it triggers immediately.
- When a bonus is at the end of a column/row, it triggers as soon as that 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 corresponding area.
 - If yellow/blue, mark off any box you want. If green, mark the next left-most 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 place the corresponding number in the next left-most box in the matching area.
 - At the start of round 4, if chosen, the Black 6 lets you put a Purple or Orange 6 in the left-most box.
 - **Fox Symbols**
 - At the end of the game, each Fox you unlocked is worth the same amount of points as your LOWEST scoring section.

End Game:

- After the Passive Players have finished during the last round of the last Active Player’s turn, the game ends.
- May use +1 actions here, but rerolls are lost. Flip over your tracker sheet to score.
- Score the indicated points for each of the 5 areas, and tally what you earned from the “Fox” bonus.
- Most points is the winner, ties broken by the highest score in one individual area.