GANZ SCHÖN CLEVER

👥 8+ 🎲 1-4 ⏱ 30 min

A clever dice game from Wolfgang Warsch for 1 – 4 players

CONTENTS

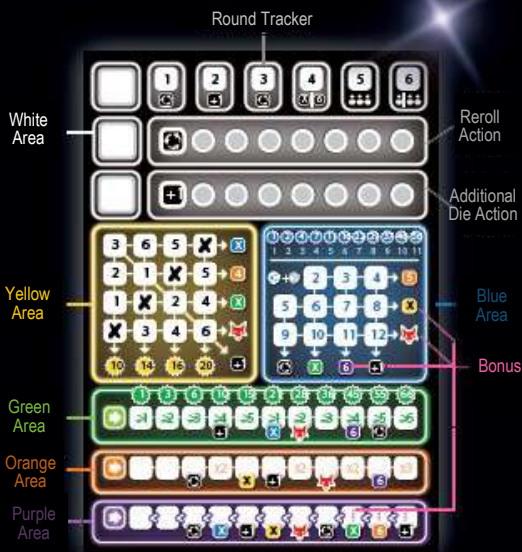🦊 1 Scorepad

🦊 6 Dice

🦊 4 Markers

THE GAME

In Ganz Schön Clever choose your dice well then enter them into the matching colored area, put together tricky chain-scoring opportunities, and rack up the points. The dice you don't use are as important as what you do because every die that's smaller than the chosen is offered to other players 'on a silver platter', keeping everyone in the game at all times.
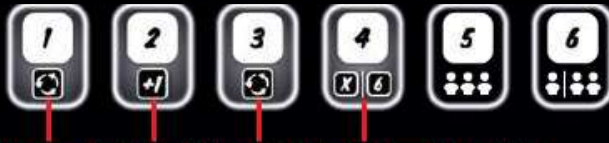
SETUP

Each player receives a pen and score sheet. Randomly choose a start player, who gets the 6 dice.

Round Tracker

White Area

Reroll Action

Additional Die Action

Yellow Area

Blue Area

Green Area

Bonus

Orange Area

Purple Area

1

GAMEPLAY

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

Actions or bonuses all players receive each round

At the start of each round all the players simultaneously cross off the box of the **actual round** and, in turns 1-4, all players simultaneously get one bonus as shown on the Round Tracker (above) on the score sheet (players choose ONE of the two options in round 4).

Active Player
The active player rolls all 6 dice, then chooses **ONE die** - placing it on 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 enter the value shown on his sheet in the **same color field** (see score sheet on page 4). The **white die is a wild** color and can be used in place of any other color.

Then the active player puts **all dice with a lower value** than the chosen die on the **silver platter (**printed in the box).

If a player picks the lowest value die then no dice are placed on 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 on a free dice field and enters its value in the matching color field on his game sheet. As before, all dice that show a **lower** value than the selected die again are placed on the silver platter.

The **active player** then rolls a **third** time and repeats the process one last time. He then places **ALL remaining** dice not on his score sheet on the silver platter.

Attention: If a player decides in the first or second roll to take high dice, 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.

1. Luca is the active player and rolls the dice

Start with all 6 dice:

2. He chooses the purple die, lays this on a free dice field and enters the 3 in the purple area of his playing sheet:

3. Luca lays all the dice with less than 3 pips on the silver platter:

4. Luca then rolls a second time with the remaining 4 dice:

5. He chooses the white (wild) 4, places the die on the next free dice field and decides to also to enter the 4 in the purple area:

6. He then places all dice with less than 4 pips on the silver platter:

7. For his third throw Luca has only the orange die. He rolls a 3 and puts it on the last free dice field and enters the number in the orange area.

Passive Players

After the active player has placed 3 dice on his game board or can no longer reroll because all remaining dice are on the silver platter, the non-active or 'passive' players get a turn.

All passive players now get 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 becomes the active player. He gets all six dice and rolls and rerolls, as described previously.

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

3

The 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 right, in order **without skipping spaces**.

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

The White Area

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.

The Yellow Area

Yellow dice are recorded by the player in this area. You simply cross out the value of the chosen die in this 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 completed, 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.

Points at the End of the Game (yellow):
All circled numbers are added.

The Blue Area

Here, as in the Yellow area, boxes can be completed in any order. If a player chooses a blue die, then **add** 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 wild white die as a blue… He adds the blue die to the white die as before—again, regardless of where the blue die is.

Players **cannot** take the value of only one die when filling in the blue area (to mark the 2 both dice would need to show a 1).

If the active player chooses the blue die on one roll and the white die on another roll, they could potentially mark two blue area fields on one turn.

Points at the End of the Game (blue):

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.

The Green Area

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. Bonuses shown under the required values will be explained later.

Points at the End of the Game (green):

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.

The Orange Area

Using orange dice, players can mark off spots in the orange areas. 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 (a 4 marked on an "x2" field is recorded as an 8).

Points at the End of the Game (orange):
At the end of the game, players **score the sum** of all recorded numbers from the orange row.

The Purple Area

Using purple dice, players can mark off spots in the purple areas. 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).

Points at the End of the Game (purple):
At the end of the game, players **score the sum** of all recorded numbers from the purple row.
(2+5+6+3=16)

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 pad. A player **CANNOT** 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 sheet for that roll. This still counts as 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 can 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.

THE FOXES:

Foxes award points at the end of the game. When a Fox bonus is activated it's a good idea to circle it so you don't miss it later. Each activated fox will score as many points as the player's lowest-scoring colored area.

Example: If a player's worst-scoring area is orange with 5 points, **each fox** will score that player 5 points.

Attention: *If player scores 0 points in an area, foxes are worthless!*

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.

When a player unlocks an action, they should **circle the next space** in the corresponding row to indicate that it is available. 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 (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 (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 turn** (after the active player has regularly assigned all of his dice his die fields or after the passive player(s) have 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 that player just took with their regular action! Players **can use multiple additional die actions** during a single turn, BUT **each individual die can only be chosen once** in a turn in this manner.

Example: The active player has chosen the dice and entered them on his game sheet. He still has two extra die actions. For one he chooses the white cube again and crosses off a yellow 4. With the second extra die action the white cube **CANNOT** be selected again!! However, he can choose the blue dice and thus, together with the white dice, tick one 7 in blue (blue 3 + white 4 = 7).

The game ends after the last active player has finished their last turn in the last round AND after passive players have all taken their actions for that turn. 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 (number of foxes times 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 each active then passive 6 times.

When the player is in the passive role, he rolls all six dice and places the three lowest value ones on the silver platter. If it's a tie, three dice are still placed, with the **die closest to the silver platter** breaking the tie.

Example:

The passive player rolls:

The player places these 3 dice on the silver platter: the blue 1 and the purple 2 as the lowest dice; and the orange 3 because, of the 3 dice showing 3's, it is physically **closest** to the silver platter.

Attention: Like in a multi-player game, as passive player you **cannot** use the **re-roll** action but you **CAN** use the **+1 die action**.

How "clever" a player has played can be seen from the following table.

	Level	Points
★★★★★	You're So Clever	>280
★★★★☆	Are you Einstein?	260-280
★★★☆☆	What a genius!	240-259
★★⯪☆☆	Impressive!	220-239
★★☆☆☆	Hat's 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

GAMEPLAY VIDEO