



DOPPELT SO CLEVER

(Twice as Clever!)

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

2-4 players 8+ 1-4 players 30 min

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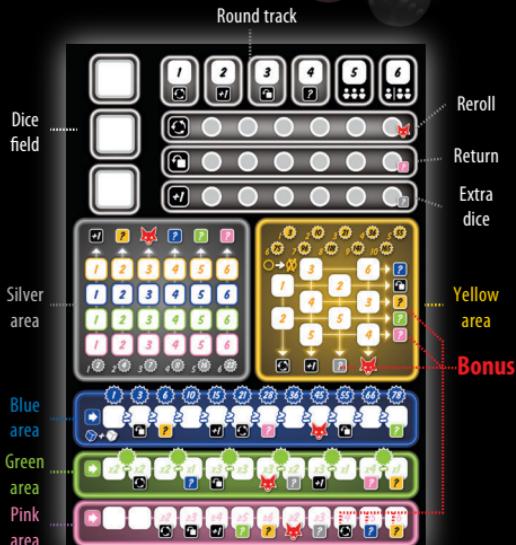
TIP To better understand this game,
all rules that differ from *Ganz Schön Clever* are highlighted in grey.

GAME OVERVIEW

Choose your dice twice as cleverly in **Doppelt So Clever**, marking them in the matching colored areas on your Score sheet, putting together 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! The player with the most points at the end wins!

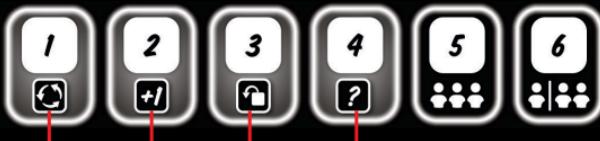
SETUP

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

AKTIVE PLAYER



The **active player** receives all the dice. They roll all 6 once, then choose a **die**, placing it onto one of their 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 their Score sheet a corresponding number in the same color area (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 the active player selects 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**. They again choose a die, place it onto a free Dice field, and enter its value in the matching color area on their 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 they place **ALL remaining dice** not on their 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. Angie is the active player and rolls all 6 dice.



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



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



4. Angie 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 pink area of her Score sheet.



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



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



PASSIVE PLAYERS

Only after the active player has placed 3 dice onto their 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. They get all six dice and roll, 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 space or write one number in one space.

Three areas (blue, green, pink) 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 an arrow (silver and yellow), the corresponding number can be marked or circled, no matter where it is.



WHITE DICE

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



SILVER DICE

Silver dice are recorded by the player in this area. You simply mark the value of the chosen die in the silver area. The color of the marked number (yellow, blue, green, pink) can be chosen freely.

Attention: In addition, in the silver area the players can mark any dice that are moved onto the Silver Platter after choosing the silver die. Dice that have been placed on the Silver Platter before the silver die was chosen cannot be marked, as they have not been moved onto the Silver Platter by the silver die.



If a player chooses the white die for the silver area and thereby puts the silver die on the Silver Platter, any color can be marked for the silver die. The same goes the other way around. If the white die is put on the Silver Platter by choosing the silver die, then the white die acts as any color.

Example: Felix chooses a silver 3. Now he marks the green 3 in the silver area. Afterwards, he puts the blue 1 and the white 2 on the Silver Platter. Now he marks the blue 1 in the silver area and for the white 2 he decides to mark a green 2.

If a player cannot mark a number by using the silver die (as it has already been marked) they cannot choose this die (and thereby not mark the dice, which afterwards would have been put on the Silver Platter).

If the silver die gets chosen by a passive player or as an additional action die by an active player, a corresponding number in any color can be marked in the silver area. As no other die gets put on the Silver Platter afterwards, no additional numbers can be marked in the silver area.

Players receive points based on the number of marks made in each line. The grey stars at the bottom of the silver area show how many points (white number in the star) are granted for the total marks in every line. For 4 marks in a line, the player receives e.g. 11 points. The sum of all four rows yields the points for the silver area.



YELLOW DICE

Using **yellow** dice, players can circle the corresponding number in the **yellow area**. If a number has already been circled, it can then be marked. →

Attention: Bonuses are activated by completing a row or a column

(according to the arrows) with circles! Marks are not necessary for the bonuses.

Players receive points based on the number of marks made in the **yellow area**.

The **yellow** stars at the top of the **yellow area** show how many points (black number in the star) are granted for the total marks in the **yellow area**. Numbers that only have been circled do not count.



BLUE DICE

When a player decides to use the **blue** die, they add the value of the white die to the **blue** die + (no matter where the die is at that moment). The sum is written down in the **blue 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 less than or the same as the previous number. The same applies in reverse, if the player uses the white die as a wild blue – they add 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, they could potentially mark two **blue area** spaces during one round.

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



GREEN DICE

Using **green** dice, players must multiply the number of the **green** die by the multiplier in the open **green** space. The corresponding result is then written down in the open **green** space. Players must start at the leftmost space and proceed to the right, not skipping any spaces. As soon as two spaces have each been filled in with a number, a calculation is carried out and the player gets points. During the calculation, the value of the second space is subtracted from the value of the first space. The result is written down in the **green** star above. It is possible to get minus points. Therefore, a high number should be written in the first space and a relatively low number should be in the second space of a calculation.

Attention: A player receives zero points if the second space of a calculation is empty at the end of the game. However, a player gets the corresponding bonus immediately after writing down a number.

Example: Felix chooses a green 5 and writes down $5 \times 2 = 10$ in the first space. In a later round he chooses a green 1 and writes down $1 \times 2 = 2$. Then he immediately writes down 8 ($10 - 2 = 8$) inside the green star above the calculation.



At the end of the game, players score the sum of all values that have been written in the green stars.



PINK DICE Using pink dice, players can mark off spots in the pink 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 pink die. There are no restrictions regarding the number written down. Any rolled result can be written in the space. However, one only receives bonuses if the number, which is written down, is equal to or greater than the value listed in the space. If this is not the case, the player does not get the bonus below the space.



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

SPECIAL CASE If a **passive player** is not able to use a die from the Silver Platter, they can use a die from the Dice fields of the active player. A passive player can voluntarily pass up on using a die from the Silver Platter. However, it is not allowed to do this and then use one of the active player's dice. If the **active player** can't use or does not want to 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 (silver, yellow) or directly below certain spaces (blue, green, pink).



As soon as a number is marked or written down on a space with a ?- bonus, the player receives the associated bonus. Then the player must immediately write down a number on a space in the color area of his choice (1-6 for green and pink, 2-12 for blue) or make a mark (silver and yellow – but yellow only if the space is already circled), or make a circle around a number (yellow). The bonus cannot be saved for a later moment in the game; it has to be used immediately. At the beginning of round 4, every player can freely choose a color for the black ?.

The bonuses are also activated when a player makes the last mark in a column in the silver area, or if the last number of a row or a column in the yellow area is circled. They immediately use the bonus displayed on the edge. If a player circles the last space on an action-bar (see Actions), they immediately receive the displayed bonus.

Summary of Bonuses: Bonus on an individual space = Redeemed immediately as a number is entered in this space. Bonus at the end of a line or column = Redeemed only once all spaces in the line/column are marked or have a circle around them (yellow).



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 green, with 8 points, each Fox will score that player 8 points.

Attention: If a player scores 0 points in an area, Foxes are worthless!

•	Felix
43	
36	
21	
8	
21	
Σ	

ACTIONS The three 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 mark 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 Score 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).

Return Action: This action can only be used by the active player. With this action, a die that had already been put on the Silver Platter can be returned and used in the next roll. Once the dice have been rolled, this action cannot be used.

+1 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 their 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.

Example: Angie 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, they roll all six dice and place 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	Points
★★★★★ Twice as clever!	> 320
★★★★★ Points = IQ!	300-319
★★★★☆ Respect!	280-299
★★★★☆ This can't be luck!	260-279
★★★★☆☆ People, look at this!	240-259
★★★★☆☆ Pretty, pretty clever!	220-239
★★★★☆☆ You've been training!	200-219
★★★★☆☆ You should be happy!	180-199
★★★★☆☆ On the right way.	160-179
★★★★☆☆ You can do better.	140-159
★★★★☆☆ Half as clever.	< 140

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