

# **CLEVER 4EVER English Rules**

## **GAME OBJECTIVE**

Try to score as many points as possible on your game sheet by skillfully using the dice in five colored areas. Choose the dice wisely so that you have enough opportunities for subsequent rolls. It is also important not to lose sight of other players' dice. The winner is the one who has the most points after a certain number of rounds.

## **PREPARATION**

Each person receives one game sheet and a pencil. The player with the least luck receives all 6 dice and starts the game.

## **GAMEPLAY**

The game lasts 4 rounds (for 4 players), 5 rounds (for 3 players) or 6 rounds (for 1 or 2 players). At the beginning of each round, all players cross out its number on the round counter and additionally (in rounds 1 - 4 only) the players receive the bonus indicated under the number of the round.

## **ACTIVE PLAYER**

The player who rolls the dice is the active player.

**1<sup>st</sup> Roll:** The active player rolls all 6 dice and chooses one of them to place on the first of his 3 dice squares on his game sheet, without changing the value of the die. After selecting and putting down the die, the player must enter its value or cross off the appropriate box in the appropriate colored section.

➔ **Note:** The white die is a joker, it can replace any color.

Next, the player must put all the dice of lower value than the one he chose on the silver tray. Dice with the same value as the selected one are not deposited, as they are not lower. The active player cannot roll dice that are on the silver tray again on this turn (exception: additional dice).

**2<sup>nd</sup> Roll:** The player now rolls the remaining dice a second time. He chooses one die again, places it on his next free die box on the score sheet and enters the value or crosses out the correct field on his game sheet. Then he puts all the dice of lower value than the one he selected on the silver tray.

**3<sup>rd</sup> Roll:** The player then rolls the remaining dice for the third time and performs the actions described above for the last time. Then he puts all the dice that he did not use on the silver tray.

*Warning:* If an active player chooses a die with a high value too early, it may happen that there are no longer enough available dice for the next roll, because he had to put all the remaining

dice on the silver tray. In this case, the active player can no longer roll the dice and his turn is over. Players should avoid such situations - every die brings you closer to a higher score.

In addition to his dice rolls, an active player can also perform additional actions.

**SPECIAL CASE:**

If an active player cannot or does not want to use the dice from his roll, then he does not place the dice on his sheet and his throw is lost. One die field on the game sheet is left blank this turn. You do not have to take a die, but you lose the chance to take all three dice on your turn if you do not.

**Example:**

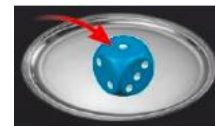
1. Lucy is the active player and starts by rolling all 6 dice.



2. She chooses the pink die, puts it on the top die field and writes the point value in the pink box of her game sheet.



3. Lucy puts all the dice with a value less than 2 on the silver tray.



4. Lucy rolls the remaining 4 dice for her second roll.



5. She chooses the white joker 4, places it on the second field of the sheet and decides to re-enter the point value in the pink field (she has chosen to use the joker as a pink die).



6. Then she puts the dice with a value less than 4 on the silver tray.



7. Lucy only has a yellow die for the third throw. She rolls a 3, places the die on the last empty field and enters 3 in yellow



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## PASSIVE PLAYER

When an active player has already placed 3 dice on his game sheet (or there are no more dice available), he "serves" the dice on the silver tray for other players. Each player can choose one die from the silver tray and enter it as a "passive player" in the appropriate color area on your game sheet.

All passive players choose their dice at the same time. The dice remain on the silver tray. In this way, several players can choose the same die. When all passive players have picked the die and marked it on their game sheets and they have performed any additional actions, all the dice go to the player sitting to the left of the active player, who will be the new active player and will roll the dice. The round ends when each player has been an active player once.

### SPECIAL CASE

When a passive player cannot use any of the dice on the silver tray, they can instead use one of the dice located on the dice fields of the active player's game sheet. The passive player has the option of not taking a die from the silver tray, but if he voluntarily decides not to take a passive die, he cannot use an active player's die.

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## GAME SHEET

Every time you choose a die, you enter a number in or cross out the appropriate colored box. You can always check exactly one box or enter one number for each selected die (exceptions: gray and pink). In general, only one entry can be entered in each field (exception: green). You can't check any boxes more than once and you can never overwrite a number that has already been entered.

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**YELLOW DIE** - Enter the value of the die.

If you choose the yellow die, you can choose in which of the 3 rows you want to enter the value of the die. You start in each row from the left and write the value in the next free field; you cannot skip fields. For each yellow die, you can choose which row you want to enter a die value in. You can start with any number in the top line. However, in the following fields on this row, you must always write a number higher than in the previous field. *Note:* after entering a 6 you cannot enter more digits in this line (applies only to the top line).

In the bottom two rows, you can enter any numbers in the field – there is no restriction on values.

**BONUS** - As soon as you enter a number in a box with a bonus field, you immediately receive the indicated bonus. There are no bonuses in the bottom row.

## END-OF-GAME SCORING

At the end of the game, you add up all the numbers in the middle row and enter the sum in the box to the right of the middle row. You will receive this sum as **negative** points. In the bottom row, you also sum up all the numbers you entered and put them in the box next to that row. You get these points as positive points. You don't get any points in the top row.

Finally, you get points for each completely-filled column. You add up the points given in the yellow stars under the completed columns and enter the sum in the field next to the row.

Example:

You chose yellow 2 die in the first throw and entered a 2 in the top line on the left. On a later turn, you select the yellow three and enter it into the next free slot on the top row. To fill the line completely, avoid writing a large number too early in this line.

Example:



You got 7 negative points in the middle row and 21 positive points in the bottom row. In addition, you have completely filled the first 3 columns. For this you get another  $10+10+15 = 35$  points. Overall, the yellow area is worth 49 points

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### BLUE DIE - Cross out the box.

If you choose a blue die, you must mark exactly 1 square in the blue area. As usual, whenever you pick a blue die, you also use a white die (regardless of where it is). This time, however, you are not adding the two dice together. Instead, the blue die defines the row and the white die defines the column. You check off the box at the intersection of the row and column.

#### Row Bonuses:

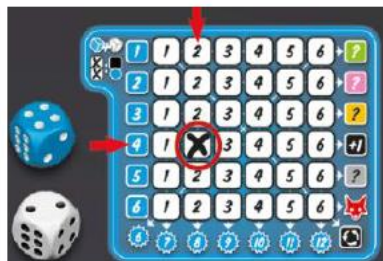
As soon as you mark exactly 2 boxes in the same row, you get the bonus that is shown on the right side of that row (the boxes don't have to be adjacent). You also get a bonus if you cross 2 squares diagonally from top left to bottom right. You can tick more boxes in a row or diagonally, but there is no extra bonus.

#### END-OF-GAME SCORING:

At the end of the game, you score the points below each column as long as you have ticked at least two boxes off. If you have marked at least two boxes in the diagonal from top right to bottom left, you get six points.

Example:

You chose the blue 4. The white cube shows 2. You cross out the rectangle at the intersection.



You chose the blue 4. The white cube shows 2. So you cross out the rectangle at the intersection.



You have ticked the second box in a row and immediately get the bonus that is shown next to that row.



You have ticked at least 2 boxes in columns 2 and 5. For these two columns, you get  $8 + 11$  points.

You also have 2 squares crossed off on the diagonal (top right to bottom left). You get another 6 points for that.

You get a total of 25 points in the blue area.

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**GREY DIE** - Cross out the box.

The grey zone is divided into different sub-areas. Any group containing linked fields of the same color (white, light gray, dark gray) is such a subarea. If you choose a gray cube, you need to check all the boxes in the section. The number on the cube must be at least equal to the number of fields in the subarea. If the number is greater than the number of fields in the subarea, the remaining pips are lost.

You must start with one of the two areas with a red box on the left. When you cross out a subarea, at least one box of it must be orthogonally adjacent to a previously crossed-out box.

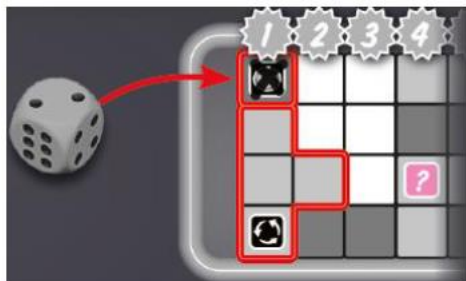
### **BONUS:**

Every time you check off the box with the bonus, you will receive the indicated bonus. If you checked all the boxes in one color (white, light gray, dark gray), you will get the matching fox.

### **END-OF-GAME SCORING:**

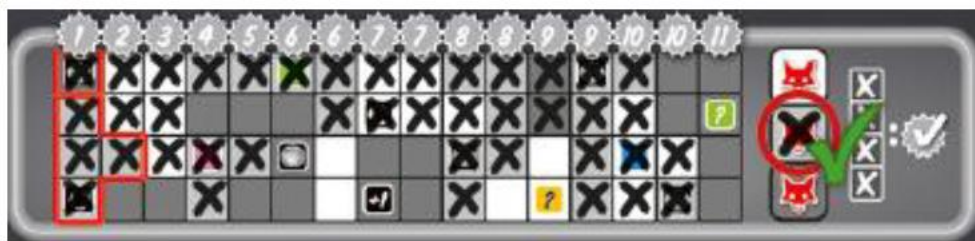
At the end of the game, you get the indicated points above each column that you have completely crossed out.

Example:

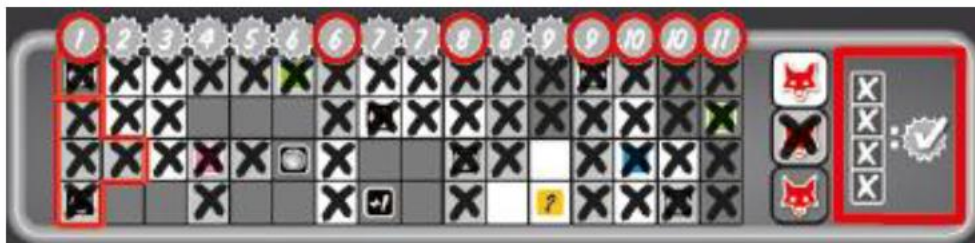


You chose gray 2. You haven't checked any boxes in the gray area yet, so you'll need to start with one of the two subareas highlighted in red. The light gray area is larger than 2 boxes, so you can only select the small dark gray area.

Example: you marked all the light gray sections. For this you get a light gray fox.



Example: You get the indicated points for each completely filled column.



$$1+6+8+9+10+10+11 = 55 \text{ points}$$

**GREEN DIE** - Enter the value.

In the green area, you can enter up to 2 digits in each field. The fields are divided into 2 triangles by a green line. If you have chosen a green cube, you must first decide whether you want to enter the value of the dice in the upper or lower triangle. You can also think of the green area as 2 lines. The top row consists of upper triangles, the bottom row consists of the lower triangles. N By writing numbers, you fill each of the two "lines" from left to right.

With each die, you can choose whether you want to continue in the top or bottom row.

You always start from the far left and write a number in the next free triangle of the selected line, so you can't skip any triangles in a row. You can write the next digit either in the free triangle of the first field or in the next field of the same row.

### BONUS:

Whenever you enter a number in the bottom triangle, you immediately receive the bonus under this field. The upper triangles do not give any bonuses.



As soon as you enter the numbers in both triangles of the field, you add those two digits and write them in the point box above. From field 4 you double the value of the sum of the dice when entering.

### END-OF-GAME SCORING:

At the end of the game, you add up all the points you entered in the point fields. Remember that you only receive points if you have entered numbers in both triangles of the field.



For example, you enter 4 as the first number in the bottom triangle and get the bonus. In a later move, you enter 2 in the bottom triangle in the next square. The third time you take a green die, you enter 6 in the top triangle in the first square.



Example: You get a total of  $10+8+10+14 = 42$  points for the green area. Fields with only one digit do not give points.

**PINK DIE** - Enter the value.

In the pink area, you write numbers in the fields. You always start from the far left and write the number in the next free space on the bar. You can't skip any fields here.

Depending on the number entered, the following effects happen:

- 1 – No effect
- 2 - Circle the number in a circle. 2 extra points at the end of the game.
- 3 - Immediately enter 3 in the next field.
- 4 - Circle the number in a circle. 4 extra points at the end of the game.
- 5 - You get the bonus under the box.
- 6 - You get the bonus under the box. Circle the number in a circle – you will get 3 (not 6) extra points at the end of the game.

**BONUS** - You only receive a bonus under the box if you have entered the number 5 or 6 in the field.

### END-OF-GAME SCORING:



At the end of the game, the last field entered matters. You receive the points indicated above this field. You also get points for entering 2, 4 and 6 (the bar under the numeric fields reminds you of this).

Here, you would get 23 points for how far out you filled the row, plus you get 9 ( $2+4+3$ ) points for digits in a circle.

## WHITE DIE

The white cube is a color joker. You can use it as the yellow, gray, green or pink die (but not blue). However, you can still take the white joker die to combine with the blue die no matter where the blue die is.

## BONUS TYPES

There are 3 different types of bonuses: ?-Bonuses, Actions, Foxes.

### ? -BONUSES



Every time you get a bonus, you have to use it immediately.

Most bonuses have a certain color. If you have a ?-Bonus you use it by choosing a number from 1 to 6. Then you check the box in the appropriate color or enter a number. You can use the ?-Bonus exactly as if you had thrown out the selected number. The usual rules for colors remain. In the blue bonus, you can tick any free box. The white cube does not matter here.

Thanks to the **black ?** - Bonus you can choose a color in addition to the number. All players receive a black bonus at the beginning of the 4th round.

## ACTIONS

Actions are activated in the same way as bonuses. However, actions do not have to be used immediately. When you receive an action, you check the appropriate box for that action on your action bar, which thus indicates that the action is unlocked. You need to circle action boxes from left to right without skipping fields. At the end of the row there is another bonus that you will receive when you check the last box of a given action on this bar. You can use any action you unlock later. To do this, cross out the action box.

During your turn, you can use any number of unlocked actions (even the same ones) in a row.

The three actions are:

### 1. Action "Reroll"

This action can only be performed by an active player. If you use this action, you must roll all the dice you just rolled again. You cannot re-roll dice that are already on dice fields or on the silver tray.

### 2. Action "Extra Die"

You can use this action at the end of your turn to use one more die. As an active player, you can perform this action after the last (usually third) roll, or as a passive player after selecting dice from the silver tray. You can choose any of the 6 dice. You can also choose dice that you have already used in your normal turn or that you would not normally have access to. However, you can only select each die once as an additional die. If you choose a die from a silver tray, you can also use the action "polishing silver".



### 3. Action "Polishing silver"

You usually use this action as a passive player. If you choose a die from the silver tray, you can increase or decrease the number on that die by 1. You can also use this action several times to change the digit by more than 1. You cannot use the polishing silver action to turn 1s into 6s or vice versa.

Exceptional case: If you choose a blue die as an active player, you can use this action to change the white die, *provided that it is already on the silver platter*. It's the same the other way around.

You can also use this action if you take a die from the silver tray with an "extra die" action.

*Important:* you do not turn the actual die! You just pretend that the dice shows a different value and type it on the game sheet. The original value of the die still matters to other players.

## FOXES

The Foxes do not give any benefits during the game, but they do give extra points during final scoring.

Each fox gives as many points as the lowest scoring color area.

Example: You have activated 3 foxes. You have 14 points in your lowest area (green). So you get 42 points for foxes ( $3 \times 14 =$ ).

●				
●	34			
●	44			
●	30			
●	14			
●	24			
●	42	X	●	●
Σ				

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END

## GAME OVER

The game ends when, in the last round, the last active player has finished his turn, and the passive players have chosen dice from the silver tray. Players can then still use the "Extra Die" and "Silver Polishing" actions if they have them. Unused bonus actions are forfeited.

One of the players, on the back of his game sheet, notes everyone's points for each colored area. He then multiplies the number of foxes scored by the lowest-scoring area and enters the score into the fox field.

At the end, the points scored by each player are counted. The person with the most points wins.

In the event of a tie, the player with the higher scoring area wins. If this does not result in a settlement, the participants share the victory.

## SINGLE-PLAYER GAMEPLAY

You can play this game alone. The goal of the game is to collect as many points as possible. The rules of the game remain the same, with the following changes. The game lasts 6 rounds. The participant starts as an active player, then plays the role of passive players – in total, he must be an active and passive player 6 times.

As a passive player, he rolls all six dice and puts the 3 with the lowest scores on the tray.

For the same values, the bone that landed closest to the silver tray is deposited on the tray.

Place the remaining 3 dice on the bone fields in order of their distance from the silver tray (the one closest to the silver tray on top of the dice field, etc.).

Note: As a passive player, you cannot use the "Flip" action as in other versions of the game.

How clever did you play?

> 450 "Clever forever!"

420 – 449 Again! So smart.

390 – 419 Hey, Einstein!

360 – 389 Your friends will envy you.

330 – 359 Pretty clever!

300 – 329 Child prodigy in training.

270 – 299 You climb up.

240 – 269 Man, don't worry!

210 – 239 There is still room for improvement.

180 – 209 Probably the bones were unlucky.

< 179 Let's talk about something else...