



DOPPELT SO CLEVER



SETUP AND GAME FLOW

Each player takes a Game Sheet and pen. Choose a Start Player and give him all 6 dice. The game is played over 4 rounds for 4 players, 5 rounds for 3 players and 6 rounds for 2 players. Each player will be the Active Player one time each round. The first player is chosen randomly.

ACTIVE PLAYER

On his turn, the Active Player:

1. Roll the dice
2. Choose 1 die and place it on one of the three dice fields, top left on his Game Sheet.
3. Mark the result on the score sheet.
4. Move to the Silver Platter all dice with values LOWER than the chosen die. If the player chooses the lowest value die, no dice are put on the Silver Platter. Dice placed on the Silver Platter can not longer be used by the Active Player.
5. Roll 2nd time: repeats 1-4 with remaining dice.
6. Roll 3rd time: repeats 1-4 with remaining dice and places ALL remaining dice not on his score sheet on the silver platter. There is a chance that less than 3 rolls can be made if the Active Player selects high numbers dice.

PASSIVE PLAYERS

After the Active Player finishes his round, all other players simultaneously:

1. Choose 1 die on the Silver Platter. If he can't use any die on the Silver Platter, he can choose any die on the Active Player's score sheet.
 2. Mark their area in the score sheet. Multiple people can use the same die.
 3. 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 have finished), the round is over.

END GAME

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 this turn. Each player can use additional die actions, but any remaining Reroll actions will expire. Score the points for each of the 5 areas and tally the Fox bonus (see *Bonuses* section). The player with most points is the winner.

Ties: highest score in one individual area wins

GAME SHEET SECTIONS

Every time you choose a die, you will mark a number or fill in a box on the respective colored area. The WHITE die is wild (can be used as any color). It's also used for the BLUE Area.

YELLOW

You can circle or cross a matching number in the area. The first time you must circle the number. The second time, you must cross it. When the numbers in a row or column are all circled, you earn the corresponding bonus (see *Bonuses* section). At the end of the game, you only score points based on the number of crossed boxes (see the sequence at the top of the area for the points scored).

GREY

Based on the value of the grey dice, you cross one number of the corresponding color for every remaining die from the current roll that's lower in number than the one you chose on this roll (the gray is wild and can be any color). Example: you rolled pink: 6, grey: 4, green: 4, yellow: 3, blue: 2 and white: 1 and decide to take the grey dice. You can mark the yellow 3, blue 2. You can also mark 1 and 4 for any color since the white and grey are both wild. At the end of the game, you score points based on the number of crossed boxes in a ROW (see the sequence at the bottom of the area for the points scored).

BLUE

Start with the left-most free box. To record the die value, the value must meet the following requirement: the value must be lower or equal to the previous one on its left. At the end of the game, earn the points shown above the last marked box.

GREEN

Start with the left-most free box. There are no restrictions, just record the die value. Some boxes have multipliers to increase the value. Compute points by subtracting the value to the right of a minus sign from the value to the left of it. If the value to the right is bigger, you score minus points. A pair of left and right values needs to be filled to score points. At the end of the game, sum of all the values you recorded in this section.

PINK

Start with the left-most free box. The die chosen must meet the minimum requirement shown in the leftmost box to be able to get the bonus (if the box is empty, there are no requirements). However, if the requirement is not fulfilled, you can still record a value in the box but you don't get the bonus. At the end of the game, sum of all the values you recorded in this section.

ACTIONS

When you earn an Action, circle the respective area around that action tracker. A circled space means that it is earned and ready to be used. To use an action, cross it out.

You also get a bonus when you circle the latest space of each action.

Actions don't need to be used immediately. You can perform as many actions as you wish on a turn. You don't have to use earned action(s) immediately.

REROLL

Reroll ALL dice you just rolled. This action can only be used by Active Player. Don't reroll dice on the silver platter or the ones already placed on your sheet.

+1

Use any of the 6 dice again. It must be used after everyone (active and passive) has used a die this turn. You can choose any of the dice you just used on your turn. You can use multiple [+1] actions on a turn, but only once for the same die in a single turn. Can be used while Active or Passive Player.

DICE BACK

Prior to make a new roll, get back one of the dice you put on the Silver Platter to roll for your new roll. You can use multiple Dice Back actions prior to making a new roll. This action can only be used by the Active Player.

Note: This action cannot be used prior to a reroll.

BONUSES

Bonuses can trigger other bonuses.

QUESTION MARK

Immediately mark a box in the corresponding area. For **BLACK** (start of round 4): Can be used for any colors.

FOX

At the end of the game, each Fox you unlocked is worth the same amount of points as your LOWEST scoring section.

This fan rule summary is heavily based on the work of other BGG members: Goryon, Nyfilmfest and Tristan9. **THANKS!**



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Version for Ganz Schön Clever dice



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5. Roll 2nd time: repeats 1-4 with remaining dice.
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PASSIVE PLAYERS

After the Active Player finishes his round, all other players simultaneously:

1. Choose 1 die on the Silver Platter. If he can't use any die on the Silver Platter, he can choose any die on the Active Player's score sheet.
 2. Mark their area in the score sheet. Multiple people can use the same die.
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- Once all players have become the Active Player (and the Passive Players have finished), the round is over.

END GAME

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YELLOW

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ORANGE

Based on the value of the orange dice, you cross one number of the corresponding color for every remaining die from the current roll that's lower in number than the one you chose on this roll (the gray is wild and can be any color). Example: you rolled purple: 6, orange: 4, green: 4, yellow: 3, blue: 2 and white: 1 and decide to take the orange dice. You can mark the yellow 3, blue 2. You can also mark 1 and 4 for any color since the white and orange are both wild. At the end of the game, you score points based on the number of crossed boxes in a ROW (see the sequence at the bottom of the area for the points scored).

BLUE

Start with the left-most free box. To record the die value, the value must meet the following requirement: the value must be lower or equal to the previous one on its left. At the end of the game, earn the points shown above the last marked box.

GREEN

Start with the left-most free box. There are no restrictions, just record the die value. Some boxes have multipliers to increase the value. Compute points by subtracting the value to the right of a minus sign from the value to the left of it. If the value to the right is bigger, you score minus points. A pair of left and right values needs to be filled to score points. At the end of the game, sum of all the values you recorded in this section.

PURPLE

Start with the left-most free box. The die chosen must meet the minimum requirement shown in the leftmost box to be able to get the bonus (if the box is empty, there are no requirements). However, if the requirement is not fulfilled, you can still record a value in the box but you don't get the bonus. At the end of the game, sum of all the values you recorded in this section.

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When you earn an Action, circle the respective area around that action tracker. A circled space means that it is earned and ready to be used. To use an action, cross it out.

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