



CLEVER 4EVER



8+



1-4



30 min

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

GAME MATERIAL

For the sake of the environment, no felt-tip pens are included with this game, as we assume you have enough pens on hand. In case you don't have a pen at all, this game comes with a pencil that you can pass around during the game.



1 block



6 dice



1 pencil



Note for "Pretty clever" connoisseurs: In order to make it easier to get started, all deviations from the "Pretty clever" rule are marked in light gray on the edge.

GAME IDEA

You try to score as many points as possible on your own game sheet by skillfully using the dice in the five colored areas. Choose the dice wisely so that you still have enough choices for the subsequent rolls. It is also important that you do not lose sight of the other players' dice. Whoever has the most points after a certain number of rounds wins.



GAME PREPARATION

Each player receives a game sheet. You also need a pen. The player with the lowest luck gets the 6 dice and starts the game.



GAMEPLAY

The game runs over 4 rounds (with 4 players), 5 rounds (with 3 players) or 6 rounds (with 1 or 2 players).

At the beginning of each round, all players cross off the current number of rounds on their block.

In rounds 1 - 4, each player gets the bonus indicated under number of rounds.

(You can find detailed explanations of bonuses starting on page 10.)



The active player

The player who currently has the dice in front of him is the active player. He rolls all 6 dice once and chooses **one** of them. He places this die – without changing the number of dice – on one of his 3 dice fields.

Now the player **has** to mark a field in the appropriate color area on his game sheet or enter a number there. Exactly which fields he may enter in is described in detail under "The color areas" from page 4 onwards.



Note: The white die is a color joker and can be used for **any color**.

Then the player **must** put **all dice showing a lower value** than the selected die on the silver platter printed in the box.



Note: He does not place dice with the same number on the silver platter.
If a player chooses the lowest die, he does not place any dice on the silver platter that roll.

The active player may no longer use dice that are on the silver platter this turn (exception: extra dice on page 10).

The player now rolls the remaining dice a second time. He selects a die again, places it on one of his empty die spaces and may again enter a value or a cross in the appropriate color area on his game sheet. Then he puts all the dice showing a lower value than the one just chosen on the silver platter.

The player then rolls the remaining dice a third time and carries out the actions described above one last time. After the third roll, he places **any remaining dice that** are not on his game sheet on the silver platter.

Warning: If the active player chooses a high die (too) early, it may happen that he has no more dice available for another roll, since he already had to put all the remaining dice on the silver platter. In this case, the active player can no longer roll the dice. Of course, it is best to avoid this situation.

In addition to his rolls, the active player may also use actions, as described on page 10.

special case

If the active player cannot or does not want to use a die from his roll, he does not place a die on his hand and his roll is forfeited. One dice field on the sheet then remains empty.

example

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



2. She chooses the pink die, places it on the top die space and writes the point value in the pink area of her game sheet.



3. Lucia places all dice showing less than 2 eyes on the silver platter.



4. Lucia rolls the remaining 4 dice on her second roll.



5. She chooses the white 4 joker, places it on the second dice space and decides to enter the point value again in the pink area.



6. She then places all dice with fewer than 4 eyes on the silver tray.



7. Lucia only has the yellow die left for her third roll. She rolls a 3, places the die on the last free space and enters the 3 in the yellow area.



The passive players

After the active player has placed 3 dice on his game sheet (or has no dice available), he "serves" **the dice on a silver platter to his fellow players.**

Each player may choose **a die** from the silver platter and enter it as a "passive player" in the appropriate color area on their game sheet.

All passive players choose their dice at the same time. The dice remain on the silver platter. Thus, **several players can choose the same die.**



When all passive players have chosen a die, entered it and, if necessary, used actions, the active player takes all the dice and passes them on to the next player in clockwise order. This player is now the new active player and you go through the steps just described again.

After each player has been the active player once, the round ends and a new one begins.

special case

If a passive player has **no opportunity to use** a die from the silver platter, he may use a die from the active player's dice spaces. The passive player has the option of forgoing a die from the silver platter, but if he does so voluntarily, he cannot use any of the active player's dies.

THE COLOR AREAS

Whenever you choose a die, you enter a number or a cross in the appropriate colored area.

You can find out in which areas you enter numbers and in which fields you tick boxes in the description of the respective area.

For each die you choose, you can mark **exactly one field** or enter one number (exceptions: gray and pink).

In principle, you may only enter one entry in each field (exception: green). You are not allowed to tick any fields more than once and you may never overwrite a number that has been entered once.



The yellow area



Register

If you choose the yellow die, you are free to choose in which of the 3 lines you want to enter the die value.

You start in each line on the **far left** and enter the value in the next free field. So you are not allowed to skip a field.

With each yellow die, you can choose which line to write in.

You can start with any number in the top line.

However, in the following fields of this line you must always enter a number that is **higher than in the previous field**.

Attention: After a 6 you can not enter **any more numbers** in this line.

In the bottom two lines you can enter any numbers in any field.

bonuses

As soon as you enter a number in a field with a bonus, you get the bonus shown. In the bottom row you don't get any bonuses.

final score

At the end of the game you add up all the entered numbers in the middle line and enter the total in the field to the right of the line.

You get this sum as **negative points**.

In the bottom line you also add up all the entered numbers and enter them in the field next to the line. You get these points as **plus 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 under the column and enter the sum in the field next to the row.

Example: You chose a yellow 2 in the first throw and enter the 2 in the top line on the far left.



In a later turn you choose a yellow 3 and enter it in the next free space.



In order to fill the line completely, you should avoid entering a large number in this line too early.



Example: You collected 7 minus points in the middle row and 21 plus 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.

So, in total, the yellow area is 49 points value.



The blue area



Mark with a cross

If you choose the blue die, you must tick exactly 1 square in this area.

As usual, whenever you choose the blue die, you also use the white die (regardless of where it is).

This time, however, you do not add the two dice. Instead, the **blue cube determines the row** and the **white cube the column**. You tick the box on the intersection .

bonuses

As soon as you have ticked **exactly 2 boxes** in a row, you get the bonus that is shown to the right of the row.

You also get a bonus if you move 2 squares diagonally from **top left to bottom right** checked.

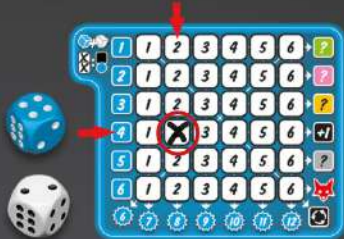
You may tick more squares in a row or in the diagonal, but you do not get any additional bonus for doing so.

final score

At the end of the game you get the points given below this column for each column in which you have ticked **at least 2 fields** .

You also get points if you have crossed at least 2 squares in the diagonal from **top right to bottom left** .

Example: You chose the blue 4. The white die shows the 2. So you cross the box on the intersection.



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



Example: 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 crosses in the diagonal (from top right to bottom left). You get another 6 points for this.

So you get a total of 25 points in this area.



The gray area



Mark with a cross

The gray area is divided into different sub-areas. Each group of connected fields in the same color (white, light grey, dark grey) is such a sub-area.

If you choose the gray cube, you must tick **all the boxes in a section**.

The number on the die must be **at least** as high as the number of fields in the sub-area. If the number is higher than the number of fields, the remaining crosses are lost.

You start with one of the two sections framed in red on the far left. All other crosses must be placed horizontally or vertically adjacent to an existing cross.

bonuses

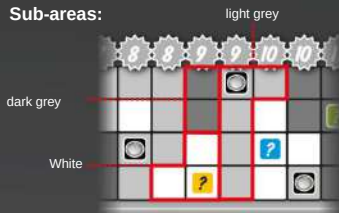
Whenever you tick a box with a bonus, you get the bonus shown.

If you have ticked all fields of one color (white, light grey, dark grey), you get the corresponding fox.

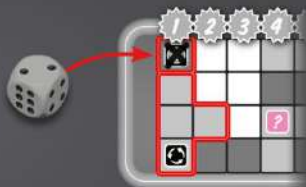
final score

At the end of the game you get the points that are given above this column for each column that you have completely ticked.

Sub-areas:



Example: You chose the gray 2. You have not yet ticked any boxes in the gray area, so you have to start with one of the two sections framed in red. The light gray area is larger than 2 fields. So you can only tick the small dark gray area.



Example: You have ticked all light gray areas. For this you get the light gray fox.



Example: You get the specified points for each completely crossed column.
 $1+6+8+9+10+10+11 = 55$ points



The green area



Register

In the green area you can enter up to 2 numbers in each field. The fields are divided into 2 triangles by a green line.

If you chose the green die, you must first decide whether you want to enter the die value in the upper or in the lower triangle. You can also think of the green area as "2 lines".

The top row consists of the top triangles, the bottom row consists of the bottom triangles.

When entering, you fill in each of the two "lines" from left to right. With each dice you are free to choose whether to continue with the upper or the lower row.

You always start on the far left and enter a number in the next free triangle of the line of your choice. So you are not allowed to skip any triangles within a row.

You can enter the next number either in the free triangle of the first field or in the next field of the same line.

bonuses

Whenever you enter a number in the **lower triangle**, you immediately get the bonus given under the field.

The upper triangles do not give you any bonuses.

As soon as you have entered a number in both triangles of a field, you add these two numbers and enter them in the point field above.

From the 4th field you double the amount when entering.

final score

At the end of the game you add up all the points that you have entered in the point fields.

Note that you only get points if you have entered numbers in **both** triangles of a field.

Example: You enter a 4 as the first number in the lower triangle.

In a later move you write a 2 in the lower triangle in the next square.

On your third roll, you write a 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. The fields with only one number give no points.



The pink area



Register

In the pink area you enter numbers in the fields. You always start on the far left and enter a number in the next free space on the bar. You are not allowed to skip any fields here.

Depending on the number you enter, the following happens:

- ☐ No effect.
- ☐ Circle the number. 2 additional points at the end of the game.
- ☐ Immediately write another 3 in the next space.
- ☐ Circle the number. 4 additional points at the end of the game.
- ☐ You get the bonus below the field.
- ☐ You get the bonus below the field. Circle the number. 3 additional points at the end of the game.

bonuses

You only get the bonus under a field if you write a 5 or 6 in the field.

final score

At the end of the game, the last field entered is relevant. You get the points given above this field.

You also get points for entering 2s, 4s and 6s (see also the overview bar below the number fields).

The white cube



The white die is a color joker. You can use it as a yellow, grey, green or pink die.

Alternatively, you can combine it with the blue die (see:

The Blue Area).



Example: You get 23 points for your progress in pink. Additionally you get 9 (2+4+3) points for the circled numbers.

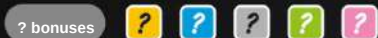


BONUSES

Various bonuses are marked on the game sheet.

How exactly the bonuses are activated in the individual color areas is explained in the description of the respective area.

There are 3 different types of bonuses.



Whenever you activate a ? bonus **you must use it immediately.**

Most ? bonuses have a specific color. If you use a ? bonus, you choose a number from 1 - 6. Then you tick a box in the corresponding color area or enter a number. You may use the ? bonus exactly as if you had rolled the chosen number. The usual rules of color ranges remain. With the blue ? bonus, you may tick any free field. The white die has no meaning here.

At the black ? bonus  you can also choose the color range in addition to the number.

All players receive the black ? bonus at the beginning of the 4th round.



Actions

Promotions are activated just like the ? bonuses. However, actions do **not have to be used immediately** will. When you meet the condition for an action, you circle a square on the corresponding action bar to indicate that you've unlocked that action. You have to unlock the action fields from left to right without skipping a field.

At the end of a row is another bonus that you get when you circle the last action space in this bar.

Each action that you have unlocked in this way can be used once later. To do this, cross out the action field.



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

The 3 actions are:

1. Reroll



Only the active player may use this action. If you use this action, you must **re-roll all of the dice you just rolled.** You may not re-roll dice that are already on the dice spaces or on the silver tray.

2. Extra Cube



You may use this action at the end of your turn to choose an additional die. As an active player you may use the action after your last (usually the third) roll, as a passive player after you have chosen a die from the silver platter. You may choose any of the 6 dice.

You may also choose dice that you have already used in your regular turn or that you normally would not have access to. However, you may only choose each die once as an additional die.

If you choose a die from the silver platter, you may also use the "buff silver" action.



3. Polish silver

Usually you use this action as a passive player. If you use a die from the silver platter, you may **increase or decrease the number of this die by 1**. You can also use this action multiple times to change the number by more than 1. 1 and 6 are not considered to be adjacent.

Special cases: If you, as the active player, choose the blue die, you may use this action to change the white die, provided it is already on the silver platter. The same applies vice versa.

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

Important: You don't turn the cube! You just pretend that the dice show a different number and enter this on your game sheet. The original value of the die remains for your fellow players.

Fox

Foxes do not bring you any advantages during the game, but extra points in the final scoring. Each activated fox scores as many points as your color area with the fewest points.

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



	34				
	44				
	30				
	14				
	24				
	42				
9					

PLAYING

The game ends after the last active player has finished his turn in the last round and the passive players have entered their die from the silver platter.

All players now have the opportunity to use their remaining extra dice and, if applicable, also polish their silver. Remaining post-roll actions are forfeited.

Then you determine a player who writes down the points in the individual color areas for all players on the back of his sheet.

In addition, he multiplies the number of foxes for each player by the points in their color area with the lowest number of points and enters the value in the appropriate field.

Now the points per player are totaled. Whoever has the most total points wins. In the event of a tie, the player with the highest point value in an area wins.

If there is still no clear winner, there are multiple winners.

SOLO GAME

If there are no other players at hand, "CLEVER 4EVER" can also be played very well alone. In the solo game, too, the goal is to collect as many points as possible. The rules of the game remain largely unchanged. You play over 6 rounds. You start as an active player. Then you slip into the role of the passive player, etc. This means that you are the active and passive player exactly 6 times. If you are in the role of the passive player, you roll all 6 dice and first place the 3 dice with the lowest value on the silver platter. If there is a tie, place the die that landed closest to the silver platter when you rolled the dice. Place the 3 remaining dice on the dice spaces in the order of their distance from the silver platter (the one closest to the silver platter on top of the dice space, etc.).

Attention: As a passive player, you cannot - as before - use any post-roll actions.

Example: You rolled the dice as a passive player and put these 3 dice on the silver platter. The blue 1 and the pink 2 as the lowest dice and the yellow 3 because of all 3s it is the closest to the silver platter.



How "clever" did you play?

levels	Points
★★★★★ Clever 4ever!	> 450
★★★★☆ Once again! so clever	420-449
★★★★☆ Hey Einstein!	390-419
★★★★☆ Your friends will envy you.	360-389
★★★☆☆ Pretty clever!	330-359
★★★☆☆ Child prodigy in training Things	300-329
★★☆☆☆ are looking up, don't fret!	270-299
★★☆☆☆ There's still room for improvement	240-269
★☆☆☆☆ Was probably just bad luck	210-239
★☆☆☆☆ Lets talk about something else	180-209
☆☆☆☆☆	< 179

In order to make this game manual as easy to understand and as easy to read as possible, we have used the generic masculine in part. Nevertheless, of course, everyone should feel addressed.

You bought a quality product. If you have questions about the rules or if your new game is not complete, please contact us: kundenservice@schmidtspiele.de. We are glad to help you.



The author and publisher would like to thank all test players and rule readers.

Subject to change

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