

Unofficial Translation!



CLEVER HOCH DREI



8+



1-4



30 min

The clever dice game by Wolfgang
Warsch for 1-4 players 8 years and up

COMPONENTS



1 Block



6 Dice



4 Markers

NOTE: for those who know "That's Very Clever": In order to make it easier to get started, all deviations from the "That's Very clever" rules are marked in light gray on the edge. The corresponding text is also in *italics*.

GAME IDEA

The players try to score as many points as possible on their own game sheet by skillfully using the dice in the five color areas. Choose the dice cleverly so that you still have enough options for the subsequent rolls. It is also important that you do not lose sight of the other players' dice. If you have the most points after a certain number of rounds, you win.



SETUP

Each player receives a game sheet and a marker. The unluckiest player takes the 6 dice and starts the game.



GAME PLAY

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

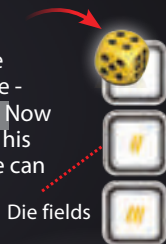
At the beginning of each round all players cross out the number of the current round on their sheet.

In rounds 1 - 4 each player receives the bonus specified under the current round. (You can find detailed explanations of bonuses on page 9.)



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. He places this die - without changing the value of it - on the top of his 3 die fields. Now the player must cross out a field in the appropriate color area on his game sheet or enter a number there. The exact fields in which he can enter is described in detail under "The color areas" from page 4 onwards.



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

Then the player must put all dice that show a lower value than the chosen 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 this roll.

The active player can no longer use dice that are on the silver platter this turn (exception: additional dice on page 11).

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

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

Attention: If the active player chooses a high die (too) early, it may happen that he no longer has any more dice available for another roll, as 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.

The active player may also use actions in addition to his rolls, 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 and his roll is forfeited. The dice field on the sheet then remains empty.

Example

1. Lucia is the active player and rolls all 6 dice at the beginning.



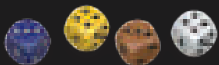
2. She chooses the pink die, places it on the topmost dice field and enters the point value in the pink area of her game sheet.



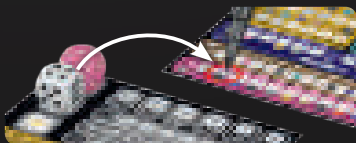
3. Lucia places all dice lower than 3 on the silver platter



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



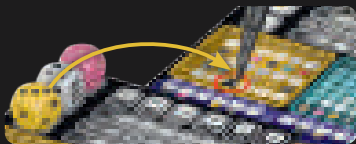
5. She chooses the white 4 joker, places it on the second dice field and decides to enter the point value again in the pink area.



6. She places all dice lower than 4 on the silver platter.



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



The passive players

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

Each player can choose a die from the silver platter and enter it as a "passive player" on his game sheet in the appropriate color area. All passive players choose their dice at the same time. The die remain on the silver platter. This means that several players can choose the same die.



Once all passive players have chosen a die, entered it and used actions if necessary, the active player takes all dice and passes them on to the next player in a clockwise direction. This player is now the new active player and you carry out the steps as described above.

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

Special Case

If a passive player has no way of using a die from the silver platter, he may use a die from the active player's die fields. The passive player has the option of not choosing a die from the silver platter, but if he does so voluntarily, he may not use any of the active player's dice.

COLOR AREA

Whenever you choose a die, you enter a number or a cross out a field of the appropriate color.

Numbers from 1 - 6 are preprinted in the yellow, turquoise and brown fields. In these areas you cross out fields. You enter numerical value for blue and pink. For each die you choose, you can only cross out one square or enter a number (exception: turquoise).



In principle, you can only use each field once. You are not allowed to cross out any fields multiple times and you are never allowed to overwrite a number once entered.



The Yellow Area



Cross Out

If you choose the yellow die, you will cross out one of the 3 fields with the corresponding number.

If you are the **active** player, you may only cross out a field on the top row on the first roll, only on the middle row on the second roll and only on the bottom row on the third roll. (As the active player, you can cross out white and gray boxes.) To make this clear, the die boxes and the lines in the yellow area are marked with Roman numerals from I-III.

If you are the **passive** player, you can only cross out one of the 6 gray boxes. The value of the die must of course still match the number in the field.

Bonuses

The bonuses in the yellow area are always between 2 fields. As soon as you have crossed out the field directly above and the field directly below the bonus, you immediately gain the bonus

Scoring

At the end of the game you count how many fields you have crossed out in each of the 3 rows in this area. For each rows you get as many points as are indicated in the table in the yellow area.

Example: You chose a yellow 2 for your first roll, and cross out the 2 on the first row.



Example: You have chosen the yellow 2 from the silver platter and cross out the 2 with a gray background.



Example: You have crossed out 3 fields in the top row. You get 12 points for this. In the middle and bottom row you



have 2 crosses each. You get 6 points for each. So in total you get 24 points.

The Turquoise Area



Cross Out

If you choose the turquoise die, you have to cross out one of the 5 fields with the number you rolled in this area.

If you are the **active** player and there are already other dice with the same number on your die spaces, you can cross out another field in the same column for each of these dice.

If you are the **passive** player, you can cross out an additional field for each additional die with the same number on the silver platter.

In this area, players can cross out up to 3 fields at once (passive players in exceptional cases even more).

Bonuses

As soon as you have ticked all fields with a turquoise background in a column or a line, you will receive the bonus, which is shown under this column or at the end of this line.

Scoring

At the end of the game you count how many fields you have ticked in each of the 5 rows in this area. For each row you get as many points as are indicated in the table in the turquoise area.

Example: In the first box you placed a yellow 3, in the second litter you chose a turquoise 3. So you can cross out a total of 2 "3" fields.



Example: On the silver platter are a turquoise, a pink and a blue 4. If a passive player chooses the turquoise die, he may tick a total of 3 "4" fields.



Example: You have checked 5 fields in the top line. For this you get 15 points. Do the same for the other 4 lines.



The Blue Area



Fill In

In the blue area you do not cross out fields as in the yellow and turquoise areas. Here you enter numbers in the empty fields. You start from the field with the 7 in the middle and work your way forward, field by field, in both directions. If you choose the blue die, you **always** have to add the value of the white die first. The opposite applies: If you want to use the white die for the blue area, add the value of the blue die. In both cases it doesn't matter where the other die is.



Then you have to enter the number in the next free field to the left or right of the middle. You may only enter numbers on the left that are exactly 1 lower than in the previous field, on the right only numbers that are exactly 1 higher than in the previous field. The number 7 in the middle field represents the starting point. You can also enter a 7 after any other number and thus "reset" the row of numbers. After the 7, you enter exactly 1 higher or 1 lower as before.

Bonuses

As soon as you enter a number in a field with a bonus, you gain that bonus.



Scoring

At the end of the game you look at the two outermost fields in which you have entered a number. You get the points shown above these two fields. In addition, you get 4 bonus points for every number less than or equal to 4 and for every number greater than or equal to 10.



Example: You have reached the final score shown above. On the left you have 9 points, on the right 13 points. In addition, you get +4 points for each of the 10 and 11. In total, you get 30 points (13 + 9 + 4 + 4) for the blue area.



The Brown Area



Cross Out

If you choose the brown die, you have to cross out a field with the number you rolled. You may only cross out fields that are further to the right than the last crossed out box in this row. You start as far left as possible and work your way to the right from there. You do not have to cross out every subsequent field, you can also skip fields. However, you are not allowed to cross out fields that were skipped in this way afterwards.

Bonus

The bonuses in the brown area are always between 2 fields. You always get a bonus instantly when you have crossed out the adjacent fields (left and right). If you skip fields, it might be impossible to get certain bonuses.



Scoring

At the end of the game, you will receive points based on the number of fields you have crossed out in this area. You get as many points as indicated in the table in the brown area. To achieve full points, you cannot skip any field.

The Pink Area



Fill In

Enter numbers in the fields in the pink area. You always start on the far left and enter a number in the next free field on the row. So you are not allowed to skip any fields here. If you choose the pink die, you have to decide whether you want the bonus corresponding or bonus points.

Bonuses

If you opt for the bonus, you halve the value of the dice (rounded up) and fill it in. You will then immediately receive the corresponding bonus.

If you prefer more points, instead multiply the number on the dice with the number indicated in the star above the field and enter this value. **In this case, you will not receive the specified bonus. Cross it out immediately.**



Note: You cannot decide in the first field, here you always enter half the number of the dice.

Scoring

At the end of the game you add up all the numbers. The sum of the numbers is the points you get for the pink area.



The White Die



The white die is a joker. You can use it as a yellow, turquoise, brown or pink die. Alternatively, you can combine it with the blue die (see: The blue area).

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.

?-Bonuses →  


Actions →  

Foxes → 

?-Bonuses



Whenever you activate a ?-bonus you have to 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 can use the ?-bonus exactly as if you had rolled the selected number. The usual rules of the color ranges remain.

The black ?-bonus  lets you can choose the color in addition to the number.

All players receive a ?-bonus at the start of the 4th round.



Actions

Actions are activated just like the ?-bonuses. However, actions do not have to be used immediately. If you fulfill the condition for an action, you circle a field of the corresponding action row to indicate that you have activated this action. You have to activate the action fields from left to right without skipping a field.



At the end of each row there is another bonus that you get when you circle the last action space in that row.

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



You can use any number of your activated actions (even the same) one after the other on your turn. **The 3 actions are:**

1. Re-Roll



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 die fields or on the silver platter.

2. Any Number



You may use this action as the active and passive player to use a chosen die as if it were showing a different number. If the action space used shows a certain number, you have to use exactly this number. If the action field shows a "?", You are free to choose the number. You do not have to use the activated action spaces on this bar from left to right. You can use the action that brings you the greatest benefit at this moment.



Important: you do not change the value of the die! You just pretend that the dice shows a different number and write it down on your game sheet. For all other matters, for example which dice are placed on the silver platter or if other players use this die, the number originally rolled remains valid.

SOLO MODE

If there are no other players at hand, "CLEVER HOCH DREI" can also be played alone. The solo game is also about collecting as many points as possible. The rules of the game remain largely unchanged. You play over 6 rounds. You start out as an active player. Then you slip into the role of the passive player, etc. You are therefore the active and passive player exactly 6 times. When you are the passive player, you roll all 6 dice and first place the 3 lowest value dice on the silver platter. If there is a tie, the die closer to the silver platter breaks the tie. The 3 remaining dice are placed on the die fields. The die closest to the silver platter goes is placed on the first die field and so on.

Warning: As a passive player, you cannot - as before - use any re-roll action.

Example: You rolled the dice as a passive player and place these 3 dice on the silver platter. You place the blue "1" and the pink "2" on the silver platter. Because the yellow "3" is the die is closest to the silver platter, it is also placed there.



How "clever" are you?

Level	Points
★★★★★ Clever Cubed!	> 450
★★★★☆ Beautiful AND clever!	420-449
★★★★☆ Hello Mr. Hawking!	390-419
★★★★☆ Reaching for the stars	360-389
★★★☆☆ That's pretty clever!	330-359
★★★☆☆ You are a prodigy	300-329
★★☆☆☆ It's going up	270-299
★★☆☆☆ Not too shabby	240-269
★☆☆☆☆ You can still improve	210-239
★☆☆☆☆ It was just bad luck	180-209
☆☆☆☆☆ Lets talk about something else	< 179

Autor und Verlag bedanken sich bei allen Testspielern und Regellesern.

GAMEPLAY
VIDEO



Änderungen vorbehalten

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