



GANZ SCHÖN CLEVER

(That's Pretty Clever!) **KIDS**

Contents:

5 dice
1 game sheet pad
4 pencils

The fun and festive dice game by Wolfgang Warsch
for 2-4 party guests ages 5 and up



What a fantastic party! There are balloons to pop, candles to blow out, presents to open and loooooots of sweets to eat. There's something to please everyone! Players who cleverly cross off the symbols that are rolled will collect lots of rainbow stars and bonus turns. But watch out! All of the dice that you don't use can be used by your fellow players. That means everyone gets to play and no one has to wait around.

Before playing

Each player receives one game sheet from the pad and a pencil. The player who most recently celebrated their birthday starts the round using all of the dice. Now the festive dice game can begin!

Dice and game sheets

Start by taking a good look at the dice. The faces of the dice have a background colour (yellow, red, green, blue) and a symbol (balloon, candle, present, sweets). There are also three sides with a joker symbol. The background colours on the dice always correspond with a specific coloured area on the game sheet.



How do you play?

You do two things during a turn:

1. The starting player rolls the dice, selects the dice they want from the roll and crosses off the matching symbols on their game sheet.
2. Their fellow players select from the remaining dice and cross off the matching symbols on their game sheets.



1. The starting player rolls all five dice. The player can then decide which dice they would like to use and crosses off the matching symbols on their game sheet. They can **select all of the dice with the same background colour** plus all of the jokers that were rolled.

Important: If the player cannot use any of the dice, they are allowed to roll them all again. They roll the dice until they are able to use at least one die.

They can then cross off the symbols on the selected dice on their game sheet. The following rules apply:

Rules for crossing off



Balloons Starting with the red heart balloon, you have to cross off all of the balloons from left to right. You are not allowed to skip any of the balloons.

Candles You also have to cross off the candles from left to right without skipping any of them. If there are two candles on one of the birthday train wagons, you have to cross them off at the same time, which means you need two dice with a candle on them at the same time. At the very end of the train, there is even a wagon with three candles on it. You can only cross them off when you have rolled at least three candles at the same time.

Presents You can cross off the presents that you roll however you like in the green area. You do not need to follow a particular sequence.

Sweets To be able to cross off the cupcakes, donuts or pieces of cake, you always need two dice that show the same symbol at the same time. You also have to cross off all three rows of sweets from left to right without skipping any of the symbols.

Important: Sometimes the starting player is not able to use one or more of the rolled dice. The player puts these dice next to the other unused dice. These dice are then available to fellow players. Now it's all the other players' turn!

2. After the starting player has crossed off their symbols, all of the other players are then allowed to pick a **background colour from the dice that the starting player did not use**. The other players may now cross off the symbols from the dice they selected on their game sheets, of course, always according to the rules for crossing off (see above). The other players do not take these dice, which means multiple players can use the same dice.

If one of the other players is not able to use any of the remaining dice, they simply lose out and are not able to cross off any symbols during the round.

Example: Olivia is the starting player, rolls the dice and selects the background colour yellow. She crosses off the red heart balloon at the beginning of the row of balloons. Even though the green balloon also has a yellow background, she can't cross it off because she needs a blue balloon first. She puts the green balloon with the other unused dice. All of the other players can now select a background colour from these dice and cross off the matching symbols.



After all of the other players have crossed off their symbols, the starting player passes the dice to the next player in a clockwise direction. This person is now the starting player and rolls all five dice.

Joker You can use a rolled joker however you like, which means you can choose the background colour and symbol as you please. You can use a joker along with your selected dice, use it on its own or in combination with other jokers. **For every turn, however, you may only cross off symbols in one of the coloured areas.**



Bonus circles

If you cross off a symbol in the **yellow**, **red**, or **blue** area that is in a coloured circle, you can add a bonus cross at the end of your turn.

Example:  You are allowed to cross off another symbol in the **red** area.

In the **green** area, you get a colour bonus when you have crossed off all of the presents in the second, third or fourth column. The colour underneath the column shows the bonus colour.

Example:  You can cross off another symbol in the **blue** area.

You make bonus crosses at the end of your turn in the area that matches the colour of the bonus circle. Of course, the rules for crossing off apply here too. In some cases, you are allowed to make multiple bonus crosses in a row.

Important: If you make a bonus cross in one area, always cross off an entire symbol, even when it is composed of several parts (such as two candles or two sweets).

Example: Eric is the starting player and rolls the dice. He selects the pink balloon and the joker. He uses the joker for the blue balloon and crosses off the blue balloon ① and the pink balloon ②. Because the pink balloon has a blue bonus circle, Eric is allowed to cross off the first two donuts in the blue area ③. Because both donuts are in a red bonus circle, he can then also cross off the two candles in the red area ④ and collects a rainbow star.



How does the game end?

The game ends when one player has crossed off **all of the symbols in one of the four coloured areas**. If this person is the starting player, their fellow players are allowed to use the remaining dice.

And who wins?

After the game is over, circle all of the rainbow stars on your game sheet that you were able to collect during the game. In the **yellow, red and blue** areas, this includes all of the stars that are next to a crossed-off symbol.



In the **green** area, you collect a star if you crossed off the three presents in the **left column** and collect one star for each of the fully crossed-off **horizontal rows**.



Now add up all of the rainbow stars that you collected and write the number in the rainbow star box.



The player who collected the most stars wins. If several players have the same number of stars, they all win.

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