



# AUCH SCHON CLEVER

**Inhalt:**  
5 Würfel  
1 Spielblock  
4 Bleistifte

Die tierische Würfelpart(ie)l von Wolfgang Warsch  
für 2-4 Partygäste ab 5 Jahren

*There's a lot going on at this party. Balloons have to be burst, candles blown out, gifts opened and lots of sweets eaten. There's something for everyone. If you cleverly tick off the symbols rolled, you get many rainbow stars and additional moves. But beware! Any dice that you don't use remain for the other players. So everyone is always in the game and nobody has to wait long.*

## Goal of the Game

Each player gets a sheet of paper and a pen. The player who had his birthday most recently is the starting player and takes all the dice. And the dice party can begin!

## Dice and Block

First, take a good look at the dice. The sides of the dice always show a background color (yellow, red, green, blue) and a symbol (balloon, candle, gift, candy). Additionally, there are three sides with a wild symbol. The background colors of the dice always correspond to a color area on the sheet.



## How is it played?

A turn consists of two actions:

1. The starting player rolls the dice, chooses from the dice rolled and ticks off the corresponding symbols on their sheet.
2. The other players choose from the remaining dice and tick the corresponding symbols on their sheet.



1. The starting player rolls all five dice. Now he can decide which dice he wants to take and then tick the corresponding symbols on his sheet. He can take **ALL THE DICE OF A BACKGROUND COLOR** plus all rolled wilds.

**IMPORTANT:** If he cannot use any of the dice, he may roll all the dice again, until he can use at least one die.

He can now mark the symbols on the selected dice on his sheet. The following rules apply:

### Ticking Rules

**Balloons** Starting with the red heart balloon you have to tick all the balloons from left to right. You are not allowed to skip over a balloon.

**Candles** You also have to tick the candles one after the other from left to right without missing a candle. If there are two candles on a carriage of the birthday train, you have to mark them at the same time, which means you need two dice showing a candle at the same time. At the very end of the train there are three candles on a wagon. You can only tick these if you have rolled at least three candles at the same time.

**Gifts** You can tick any of the gifts that you rolled in the green area. You don't have to stick to any order here.

**Sweets** In order to be able to tick the muffins, donuts or pieces of cake, you always need two dice showing the same symbol at the same time. You have to cross all three rows of candy from left to right without skipping symbols.

**Important:** It may happen that the starting player cannot use one or more of the dice taken. He places these dice back with the other previously unused dice. They are then also available to the other players. Because now it's the turn of the other players!

2. After the starting player has made their marks, all players must also choose a background color for the dice that the first player did not use.

The other players may now mark symbols of the selected dice on their sheet of course always according to the ticking rules (see above). The dice are not taken away by the other players, and several players can choose the same dice.

If a player cannot use any of the remaining dice, he is unlucky and cannot mark anything in this round.

**Example:** Olivia is the starting player. She has rolled the dice and chooses the background color yellow. She ticks the red heart balloon at the beginning of the row of balloons. The green balloon also has a yellow background. But she cannot tick it because she needs a blue balloon one after the other. She places the green balloon with the other unused dice. All players can now choose a background color from these and tick the symbols accordingly.



When all players have made their marks, the starting player passes the dice on to the next player clockwise. This player is now the starting player and rolls all five dice.

## Wild



You can use a wild that is rolled as you like, which means you can freely choose both the background color and the symbol. You can always use a wild with your chosen dice, or use it alone or in combination with other wilds. **However, you can only mark one color area per turn.**

## Bonus Circle

If you tick a symbol in the **yellow**, **red** or **blue** area that is circled in color, you can mark a bonus mark at the end of your turn.

Example::  You can make a mark in the **red** area.

In the **green** area you will receive a color bonus if you have ticked all the gifts in the second, third or fourth column. The circle below the column shows the corresponding bonus color.

Example:    You can make a mark in the **blue** area.

At the end of your turn, you make bonus marks in the area specified by the color of the bonus circle. Of course, the applicable ticking rules also apply here. Sometimes it can also happen that you are allowed to place several bonus marks in a row.

**Important:** If you place a bonus mark in an area, you always mark a complete symbol, even if it consists of several parts (e.g. two candles or two sweets)

**Example:** Erik is the starting player and rolls the dice. He chooses the pink balloon and the joker. He uses the joker as a blue balloon and crosses out the blue 1 and the pink 2 balloon. Because the pink balloon has a blue bonus circle, Erik can tick the first two donuts in the blue area 3. Since the two donuts have a red bonus circle, he can also tick the two candles in the red area 4 and collect a rainbow star.



## When is the game over?

The game ends when a player has ticked all symbols in one of the four colored areas. If this is the starting player, the other players may use the remaining dice.

## And Who Wins?

After the end of the game, you all circle the rainbow stars on your pad that you were able to collect in the course of the game. In the yellow, red and blue areas, these are all the stars that are on a ticked symbol.



In the **green area**, you get a star for ticking the three presents in the left column, and one star for each completely ticked horizontal row.



Now count the rainbow stars you have collected and enter the number in the rainbow star field.



Whoever is able to collect the most stars wins. If several players have collected the same number of stars, there are several winners.

To make this game guide as easy to understand and as uncomplicated as possible, we decided to use the generic masculine form. Nevertheless, of course, everyone should feel addressed. The author and publisher would like to thank all test players and rule readers. Subject to change.

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