

MAN MUSS AUCH

GÖNNEN KÖNNEN

The versatile dice game by Ulrich Blum & Jens Merk1 for
1-4 players, ages 8+



8+



1-4



approx.
30 min

COMPONENTS

- 5 dice in 5 different colors
- 4 wipeable pens
- 29 scoring cards
- 20 bonus cards
- 4 final scoring cards
- 1 solo card
- 1 market track

GAME OVERVIEW

The players build their card display by buying cards from the market as the game progresses. Bonus cards help to complete tasks on the scoring cards, which are needed to win. Only completed cards, however, will score a bonus or the victory points. The catch is that

after the dice roll, the active player can only put the dice on a card if it will complete the card in its entirety. It will please the other players if the active player rerolls, because if the active player does so, the passive players can also enter dice and begin filling in their cards.



Tired of reading rules? Check out the instructions in the Gameplay Video!

GAME SETUP

The market track is placed in the middle of the table. The cards are sorted into 2 separate stacks based on their backs and shuffled individually. Then place the stacks at the top and bottom next to the market track. Reveal 4 scoring cards (cards with laurel wreath) and place them over the top 4 spaces on the market track. Do the same with the bonus cards (cards with a B) in the lower 4 places. All cards on the market track are referred to as the "market".

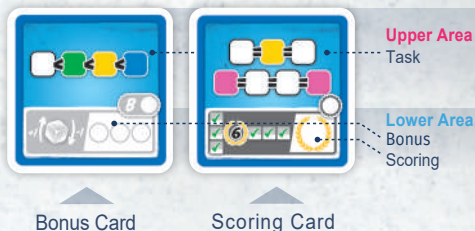


Each player now receives 1 final scoring card, 1 pen and **2 cards face down** from each market deck. Each player must discard 1 of these 4 cards and slide them back under the corresponding deck. The players then must place the remaining 3 cards in their display so that the cards touch at least one edge or corner. Note: The display of a player may result in a maximum of a 3x3 grid (3 rows and 3 columns).

The player who received the final scoring card with the "1" on it is the starting player. That player receives the 5 dice to begin the game (the starting player may also be determined randomly).

SCORING AND BONUS CARDS

Each card has in its **lower area** either a bonus (Bonus Cards) or a scoring for the end of the game (Scoring Cards). These benefits, however, must first be unlocked by completing the task in the **upper area** of the card (**the card is now complete**). To complete the tasks, the players use the dice.



GAME PLAY

The starting player rolls all 5 dice. The player may use this roll as is or roll **up to 2 more times**. Before rolling again, the player may save any number of dice on the construction site in the box bottom and only roll the remaining ones again. If there is a re-roll, the player may also roll the dice that were previously placed on the construction site.

If the active player is satisfied with the dice after any roll (after the 1st, 2nd or 3rd roll), the player may now use up to all 5 of the dice. The player may use the dice to buy cards from the market and/or complete cards in their tableau. They player may do these action as often as possible, however, **each die may only be used once**. If the active player is still not satisfied after the 3rd dice roll, they may **alternatively** choose to take "a chance."



PASSIVE PLAYER USE DICE

If the active player **rerolls** the dice, all passive players may enter **one of the dice rolled**. The passive players may use one of the dice rolled each time the active player **rerolls** the dice. However, if the active player is satisfied with the very first roll, all other players go away empty-handed and are not allowed to enter a die.



IMPORTANT: Dice that the active player has secured on the construction site in the box bottom may not be chosen by the passive players. The passive players may only choose from the dice used in the reroll.

A passive player may also choose the same die as other passive players. The active player may roll the dice entered by the passive players again the second or third time. A passive player can also refrain from using a die.

PERFORM TASKS AND COMPLETE CARDS

The active player may use the dice to fill out the tasks on a card, but only if **all of the remaining empty fields on the card are marked using the rolled dice!** The active player is **not allowed to fill out individual task fields** on a card if it cannot be completed.



When filling in tasks, the following applies:

- ▶ If there is a number on the field, that specific number is required to cross out the field.
- ▶ If there is no number in the field, the player must enter the number of the chosen die.
- ▶ Any die may be used for a white field (i.e. color does not matter).
- ▶ For colored fields, only the die in the corresponding color may be used.
- ▶ The player may fill the fields on a card in any order.



IMPORTANT!! The active player may only fill in individual task fields if this completes the card. Otherwise, they cannot! Passive players, on the other hand, may fill out individual fields, even if this does not complete a card! In this way, cards can be passively “prepared” so that they can be completed more easily later by the active player.

To show that a card has been completed, the player should mark the circle at the lower right of the card. The bonus shown at the bottom of the card or the end game scoring condition is now unlocked. Task details, bonuses and scoring can be found at the end of the rules.



BUYING CARDS FROM THE MARKET

If the active player has 3 or 4 identical numbers in a roll, the dice may be used to buy cards from the market and immediately place the card(s) into the active player's display. The market bar shows the prices for the cards above and below. A purchased card must be placed so at least 1 edge or corner of a card in the player's display is touching the new one, and may not be moved afterwards. The entire display may never exceed a 3x3 grid (3 columns and 3 rows). Initially, a player may place cards in any direction, but as soon as 3 cards are horizontal and 3 cards are vertical, the remaining possible places are predetermined.



4 Equal Dice



3 Equal Dice

CHANCE

After the active player's 3rd roll, **and only then**, the active player has the option to use **one** "chance" **instead of** the two normal options. The active player may choose **one of the two** "chance" options:

1) The active player **may use 1 or 2 dice** as they were a passive player. The active player may choose from all 5 dice as they are after the 3rd roll and may then fill 1 or 2 fields (also on different cards) in their tableau. The cards do not have to be completed to be marked, in this case.

Attention! This is the only way that an active player can fill in fields without completing the card, and it can only be chosen as the "chance" option after two rerolls.

2) The active player takes the top face-down tile from one of the two piles and adds it to their display. The player may also choose to discard the card after looking at it; but in either case that ends the player's turn.

END OF THE TURN

If the active player has used all the dice they choose to buy and/or complete cards, or has used a "chance" after the third roll, their turn ends and the dice are passed clockwise to the next player, who now becomes the active player.

If at least 1 card has been bought, all cards of the corresponding row in the market are pushed in the direction of the arrow and new cards are uncovered from the respective stack for the remaining empty spaces.

GAME END

As soon as a player buys the 9th card (i.e. completing a 3x3 display), the end of the game is triggered. The current round is completed (until the player to the right of the starting player has been the active player). Then another complete round follows (again until the player to the right of the starting player). Then the scoring follows.

Special Case: *If a player has already completed all of their cards in the final round, they still must roll the dice 3 times, since the player would have to buy or complete at least 1 card to stop before the third throw.*

SCORING

All players now calculate the points they receive for each of their "**Completed**" scoring cards and enter these values on their Final Scoring Card. Then each player calculates their total result and writes it inside the wreath on their Final Scoring Card.

Final Scoring Card



The player with the highest total score wins the game! In the event of a tie, the player with fewer empty spaces in their display is the winner. If there is still a tie, the players enjoy a shared victory!

TASKS

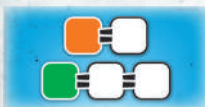
Explanation of Tasks:



----- The exact number specified must be used for each field. In the yellow field, exactly one yellow 3 must be used to mark it.



----- The < sign means that the number on the right must be larger than the number on the left of the sign. In the example shown, the numbers must increase steadily from left to right. Jumps in values, however, are allowed. For example, 1, 2, 4, 5, 6 would be correct. The orange die would have to be used for the middle field.



----- The = sign means that the numbers in all connected fields must be the same. In the example shown, the player needs a pair and three of a kind, using the orange die in the pair and the green die in the three of a kind. The pair and the three of a kind may have different numbers (e.g. 2, 2, 5, 5, 5).



----- The sum of all values in the fields must be greater than or equal to 40. Otherwise, it does not matter what values the player enters there. For the colored fields, however, the appropriate dice must be used.

BONUS CARDS

Bonus cards do not give points as a reward, but they do provide a benefit that can be used during the game. **Only when** a player has filled in **all the task fields** of a bonus card can the benefit be used. Completed bonuses may be used immediately, possibly even in the same turn.

Most bonus cards may be used 3 times in the game. With each use, players should mark one of the 3 bonus fields. Important: Many of the bonuses may also be used passively.

If a bonus changes a die, it only happens mentally. So if a player changes a 4 to a 5, the dice remains a 4 for all other players.

Available Bonuses:



----- The player may add or subtract 1 to a die (mentally) and apply this to the same dice several times, marking the bonus several times on the card. The value can never be higher than 6 and must not be changed from a 6 to a 1. The bonus may also be used when the active player is buying, as well as by the passive players.



----- The player may use 1 die as a different color. For example, the player may use a yellow die to fill in a blue field. The bonus may be used by both active and passive players.





As a **passive player**, the player may enter 2nd result from a 2nd die.
----- The passive player may **not**, however, enter the same die a second time. This bonus may not be used as the active player!



The player may choose the color of this card at the **end of the game**.
----- The player marks the color in the reward field. This can be useful for scoring cards that score points for cards of certain colors. If this card is not completed, it has no color and does not count for any scoring card.



----- The player needs 1 die less to buy a card. The player may also mark several circles for the same purchase, so that it is possible to buy a card with multiple fewer dice or even without any dice.



ATTENTION: Remember, each die may only be used once, even if a player applies several bonuses to it. Also don't forget that for each use of one of the bonuses that 1 of the 3 circles must be marked on the bonus card.

SCORING CARDS

How many points a scoring card earns depends on the number and position of other cards in the player's display. A card may only be scored if the card is completed. **Important:** There are multiple scoring cards, with some cards earning more points. The points earned are based on the difficulty of the tasks on the cards. It is possible and allowed to have several cards that provide the same reward...each card will score separately.

Available Scoring Cards:



----- The player receives the specified points for each **completed** card **either horizontally or vertically** to the scoring card.



----- The player receives the points indicated for **each card of the specified color** in the player's display. The cards do not have to be completed.



----- For each card that is **horizontally or vertically adjacent** to this scoring card in the **specified** color, the player receives the indicated number of points. The cards do not have to be completed.



For each row or column which consists of **3 completed cards**, the player receives the indicated number of points. The scoring card does not necessarily have to be part of a completed row or column.



If the player's display has a **complete set of cards of all 5 colors**, the player receives the indicated points. The position of the cards is irrelevant.



For each row or column in the player's display which consists of **3 cards of the same color**, the player receives the indicated points. The scoring card does not necessarily have to be part of such a row or column. The rows or columns need not all be the same color (for example, 1 row in yellow and 1 column in green).



For **each different bonus card completed**, the player receives the indicated points. Two identical bonuses only score points once.

SOLO-GAME

If there are no other players at hand, "GÖNNEN KÖNNEN" may be played solo! Solo play is also about collecting as many points as possible. The basic rules remain largely the same, but there are a few changes as follows:

The player alternates between an active and a passive move, starting with an active move. The same rules apply in an active turn as in normal play, however, the **player must note how often that a reroll is used. The passive move differs from normal play.** The following happens:

The player rolls 1 time with all 5 dice. **Depending on how many rerolls occurred** during the prior active turn, the player may now use dice from the passive roll. For example, if the player had zero rerolls, up to 3 dice may now be used from the passive roll. If 1 reroll occurred, the player may use up to 2 dice and with 2 rerolls, the player may only use 1 die from the passive roll.

Then the player **must** remove a card on the far right of the market from one of the two market rows and put it aside. The number of cards removed is the "round counter." These cards should be placed to the side in view. The player is free to choose whether to remove the scoring card or the bonus card from the far right. Then the market is filled up as usual.

After the passive turn, the player takes another active turn. This process is repeated until at the end of a passive move when there are as many cards (the round counter) as the current level allows (see solo card). Then the game ends and the points are counted. If the player has enough points, the level is won and the player may now try the next higher level.

As in the normal game, the game also ends when the player buys a 9th card. As usual, the current round will still be played to the end, followed by another complete round (incl. passive move). So the game sometimes ends before the maximum number of rounds allowed, but never afterwards.

The **Solo Card** shows the maximum number of rounds for each level as well as the number of points that must be achieved in order to complete the level and to advance to the next higher level. A mastered level is checked in the field at the back.

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LEVEL			
1	15	90	
2	14	86	
3	13	82	
4	12	78	
5	11	74	
6	10	70	
7	9	66	

Solo Card

RULES FOR CAMPAIGNS

The goal of the campaign game is to complete all levels one after the other, starting with level 1. After scoring the end of a level 1 game, any excess points beyond the level requirements may be carried over as "campaign points" to supplement level 2's total, and so on. If the points are ever insufficient to complete a level, the campaign ends and the player must start again at level 1.

Can you make it to level 7? With 50 or more campaign points?

OVERVIEW

Active

After the 1st/2nd/3rd Roll



To Complete

To Buy

Use up to All 5 Dice



May Only Fill Out if **Complete!**

Passive

After the 2nd/3rd Roll



Use 1 Die

Not from the Construction Site



May be **individual fields**; Completing a card is not required!

Active Player Alternative
Chance

Use 2 of the 5 Dice



or

1 Card



Use like Passive

Draw face down