LUCKY CLOVER

Roll your way to the highest score and hope you get lucky! Roll the dice, fill in your score, and make sure you choose the right place to record it – or you'll miss out on those bonus points!

GAME CONTENTS:

1 Scorepad, 1 Color Die and 6 Point Dice (4 and 2)

GOAL OF THE GAME

Roll the dice and try to collect the most points. Clovers are risky: one or two score nothing, but three or four give you a nice bonus. Be smart when recording your scores, as only your best score per color counts. The player with the highest score in each color gets extra bonus points.

GAME SETUP

1. Place the dice within reach of all players.
2. Take the scorepad and write all players' names at the top. The scorepad has space for four players.
3. Choose a starting player.

QUICK GAME OVERVIEW

Players take turns in clockwise order. On your turn, you may roll all 7 dice up to three times. After that, you choose to either record a score or cross out a box. After 6 rounds, the game ends and all points are added up.

After each round (when everyone has taken a turn), a player marks off one round at the top right of the scorepad.

PLAYING A TURN

During your turn, you may roll up to 3 times. On your first roll, roll all dice. After each roll, you may set aside any dice. Dice that have been set aside may be rerolled later, except when a die shows a (see *the Dice section*), which **must be set aside**. You decide when to stop: after roll 1, 2, or 3. Once you stop, write the combined score of all your dice on the scorepad. Then, the player to your left takes their turn.

THE DICE



Color Die: The white Color Die shows the 4 different colors that also appear on the scorepad. The color you roll determines where you must write your score. If you roll , you may choose between and . If you roll , you may choose between and .



Point Dice: Each Point Die shows numbers 1 to 4 and a special symbol . The dark green dice include a , and the light green dice a . Numbers count as points when writing down your score. The other symbols have special effects:



Each must be set aside when they are rolled. Having only 1 or 2 clovers at the end of your turn yields 0 points, but having 3 yields 15 points, and 4 yields 20 points!



For each rolled, you may reroll one in your next roll. This symbol itself scores no points and must be rerolled if you continue rolling.

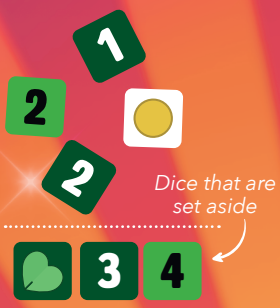


For each rolled, you may increase the value of one die by 1, or turn a 4 on a dark green die into a . *Example: turn a 2 into a 3*. This may apply to a die just rolled or one already set aside previously. The symbol itself gives no points and must be rerolled if possible.

WRITING DOWN YOUR SCORE

Happy with your result, or already rolled three times? Write your score in the section matching the symbol on the white Color Die. Each color has two boxes per player, but only your highest score will count in the end.

AN EXAMPLE TURN:



ROLL 1
The 🍃 must be set aside. The player also sets aside the 3 and 4 and rerolls the remaining dice.



ROLL 2
Thanks to the ✚, the set-aside 3 becomes a 4. The ↻ allows one 🍃 to be rolled again. The 🔺 is kept.



ROLL 3
This is the final roll, so all dice are included. The ✚ turns the 3 into a 4, resulting in a total of 16 points on 🔺.

A score becomes unusable in two cases:

- Both boxes of that color are already filled
- You choose not to record the score because you feel it is too low

In both cases, you must cross out any one empty box on your scorepad. That box can no longer be used.

END OF ROUND & END OF GAME

After each round (when everybody has had their turn), mark off one round at the top right of the scorepad. After 6 rounds, the game ends and scoring begins.

SCORING

Per player, compare the two scores for each color and cross out the lower one. Only the higher score is counted for the final total. If a player has recorded only one score in a color, it is kept.

Bonus points can be earned for each color (the number of bonus points per color is shown on the scorepad). The bonuses are only awarded to the player with the highest score in the given color. If players are tied, compare their second scores in that color–the higher one wins the bonus. If the tie remains, no bonus is awarded. Enter the total bonus points for each player in the indicated box ⭐.

Add up all points and bonus points to determine the winner. The player with the highest overall score wins the game. In case of a tie, the player with the highest score at 🔺 wins. If still tied, the players share the victory.

SOLO GAME

You can play Lucky Clover solo as well! You'll play against 'Lucky Lucy', an automated opponent. You alternate turns for 6 rounds, starting with Lucy.

During Luke's turn, roll all dice once, except for the 🎲. Reroll any ↻ until they show a different result. Then calculate Lucky Lucy's score by adding up the values rolled. For each die showing a 🍃 or a ✚, add points based on the chosen difficulty:

Beginner: 3 points
Intermediate: 4 points
Expert: 5 points
I'm Feeling Lucky: 6 points

For Lucky Lucy's first 4 turns, record the scores from bottom to top on the scorepad. For the final 2 turns, record the scores for the two colors with the lowest scores in the first box, starting with the lowest. If there is a tie, fill the scores from the top to bottom.

After 6 rounds, calculate the score as usual, including bonus points and the highest score per color. Can you beat Lucky Lucy?

CREDITS

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Thanks to all testers from the Spelmakerij.

CHECK OUT OUR HOW TO PLAY VIDEO!