**Einfach Genial (“Simply Ingenious”), by Reiner Knizia**

Rules version 1.2

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A game by Reiner Knizia

For 1 to 4 players, ages 10 and up

**Contents**

- 1 game board
- 120 game tiles
- 1 tile bag
- 4 tile trays
- 4 score boards
- 24 scoring counters

**The Game Board**

- When playing with 1 or 2 players, use only the white grid on the game board
- When playing with 3 players, use both the white and light grey grids on the game board
- When playing with 4 players, use all three grids on the game board (white, light-grey and dark-grey).

*(Illustration 1 here)*

**Preparation**

Before playing, detach the scoring boards from one another. Place the game tiles in the tile bag and mix them around randomly. Each player takes one tile tray, draws six game tiles from the tile bag, and places them vertically in the tile tray. The symbols should be facing the player so other players may not see the markings.

Each player places a scoring board in front of them and takes six scoring counters, one for each colour on the board. The scoring counters are placed at the “0” position on the scoring board, matching the colours of the counters to the colours on the scoring board.
**Object of the Game**

The game is played by placing game tiles marked with coloured symbols beside other tiles with matching symbols on the game board, thus scoring points for that symbol. The more symbols that match in a line, the higher the point score for that symbol. Each point is counted on the scoreboard for that player. A player’s score is the lowest score they have out of all the symbols. A player wins if the lowest score they have for any symbol is higher than all the other player’s lowest scoring symbols. Players must try to increase their scores evenly so that no score is too low later in the game relative to the other players.

**Playing the game (for 2-4 players)**

The youngest player begins.

On their turn, the player:

1. Places a game tile on the game board
2. Moves the appropriate scoring counters forward on their score board
3. Draws a game tile from the bag and places it on their tile tray

Play proceeds in a clockwise direction to the next player.

1. **Placing the tiles on the game board**

At the beginning of their turn, a player selects any one of their game tiles and places it on two connecting spaces on the game board. Tiles may be of the following two types:

- Two different symbols (*Illustration 2 here*)
- Two identical symbols (*Illustration 3 here*)

A player may only score points if they place a tile where the symbol on the tile matches the symbol beside it on the game board (either the starting symbols printed on the game board or other tiles already on the board). A differing symbol on the other half of the tile that does not match up with any adjacent symbols on the board does not receive any points.

During the first round of play, each player must place a tile adjacent to one of the starting symbols marked on the game board. If a tile has already been placed beside a starting symbol, another player may not place a tile beside that symbol. Score points on the scoring board (see “2. Scoring on the Score Board”).

As soon as all players have played one turn, game tiles may be placed anywhere there are two free positions on the game board, taking into account the rules below.

**What should you consider when placing tiles?**

The limits on placing tiles are as follows:

- No part of the tile may be placed outside the playing area.
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- Tiles must be placed on empty spaces on the board. Tiles may not be placed on top of already placed tiles. Tiles may not be placed on the spaces that have starting symbols printed on them.
- Tiles do not have to connect with existing tiles.
- Tiles do not have to be placed beside matching symbols (though this is the only way you can score points).
- A tile must always be placed, even if the player will not score any points. A player may not pass their turn.

2. Scoring on the Score Board

Always score both symbols on the tile, even if the two symbols are the same. First the player scores points for the first symbol on the tile, advancing the scoring counter as appropriate. Next the player scores the second symbol in the same manner.

How is a coloured symbol scored?

- Score in all 5 directions available to the tile.
- Do not count the direction of the other symbol on the tile, even if it is a matching symbol. Do not count any symbols connecting beyond the tile in that direction. Never count in the sixth direction.
- Do not count directions that are outside the playing area.
- Note: Score only the adjacent fields in straight lines (*Illustration 4 here*)
- In each direction, count the number of adjacent symbols that match the tile played on the board. (In the illustration, score the blue stars in the directions indicated.)
- The symbols must not be interrupted by blank spaces or other symbols. The spaces on the board that have starting symbols marked on them are not blank spaces.
- The total of all the identical coloured symbols in the five directions makes up the total score marked on the scoring board.

Counting Examples:

(*Illustration 5 here described from upper left diagram, clockwise. The tile indicated in yellow is the tile just played.*)

- 1 point for Blue
- 2 points for Blue
- 4 points for Blue
- 12 points for Green
- 2 points for Red and 4 points for Blue
- 1 point for Red and 2 points for Blue
Bonus Turn (at 18 points on the score board):
If the points for a symbol reach 18 on the score board, no further points are accumulated for that symbol. Remaining points accumulated for that symbol are ignored. The player calls “GENIAL” (“INGENIOUS”) and must play a bonus turn: before the player draws a new tile from the bag, they must select another tile from their rack, play it on the board and record points if appropriate. This may result in multiple bonus turns.

It is possible to reach the maximum in two different symbols during the same play. This causes two bonus turns.

Only after all possible bonus turns have been played may the player draw new tiles (see 3).

3. Drawing a New Game Tile
A player must either draw new tiles or exchange their existing tiles, either way, they must return their tile rack to six tiles.

A. The player draws a new game tile
The player draws new game tiles from the bag at the end of each turn, until the player replenishes their rack back up to six tiles.

OR

B. The player exchanges all their tiles (this is rarely possible)
A player may optionally exchange all their game tiles only if they do not possess a tile with the symbol that currently has the lowest score on their own scoring board. If the player wishes to exchange tiles, they show all their tiles to the other players and put them aside. The player draws six new tiles from the bag and places them on the rack. The original tiles are now placed into the bag and the player’s turn ends.

If there is more than one symbol that has the same lowest score, the player must not have any tiles marked with any of those symbols before they may exchange their tiles.

Ending the Game
Play ends when no further tiles may be placed on the game board in the allowed game area (there aren’t two neighbouring open positions in the playable game area). When this occurs, all players examine their score boards.

All players look through the score counters for the symbol that has the lowest score amongst all the players. The player with the highest score of all of the lowest scores is the winner.

When evaluating a winner, it doesn’t matter what the colour is of the score counter containing the lowest score, nor does it matter whether or not any counters have scored up to 18 (except “Immediate win”, below).

Examples for evaluating winners:

(Illustration 6 here)

Player A
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(Illustration 7 here)

Player B

Player A wins, because the lowest position of their score counters are at 10 points. Player B has attained only 9 points.

The position of the other 5 score counters of each player becomes relevant only if two or more players tie on the score of the lowest symbol. Again, the colour of the counters doesn’t matter. In this case, the next lowest symbol is used to determine victory, and so on.

Examples for evaluating winners with the same low scores:

(Illustration 8 here)

Player A

(Illustration 9 here)

Player B

Players A and Player B each have the same low score of 9 points. Moving to the next highest score, again each player has an identical score of 12 points. Moving again to the next higher score counters decide the game; player B wins with 14 points against player A with 13 points.

Immediate win (rarely occurs)

A player wins immediately if they reach a score of 18 in all six symbols.

Playing the game (4 player team variation)

Players form two teams. Members of the same team sit opposite each other (so that they may not see each other’s tile racks). All basic rules apply, except as follows.

One of the two players in the team keeps track of scoring for both players in the team. This player puts two scoring boards one after the other (see illustration below), such that the “18” from one board leads into the “0” of the second board. Use only one set of scoring counters, and place them at the “0” position on the first score board.

Before the game starts, players on the same team may discuss any strategies and tactics they desire amongst themselves. However, while the game is in progress, players on the same team may not communicate with one another regarding game play.

Bonus Turn

When a team player moves a scoring counter to 18 on the first score board, the counter is immediately placed on the appropriate starting symbol (value “0”) on the second score board. Any remaining points accumulated during that turn for that symbol do not accumulate. The player receives a bonus turn as usual.

(Illustration 10 here)

Score Boards lined up in double length
A team player scores 4 points for Green as well as 2 points for Yellow, and thus both reach 18 points on the first score board. The score counters are moved to the starting position (“0”) on the second board and the player receives two bonus turns – one for Green reaching 18 and one for Yellow reaching 18.

When players reach 18 points on the second board the team receives another bonus turn. No further points are recorded on that symbol.

**Playing the game (solo play for 1 player)**

The object of the game is to reach the highest possible score for the scoring counter in the last position (the scoring counter that has the lowest score on the score board). The player plays until no further game tiles may be placed on the game board. All basic rules apply, with the following exceptions:

- When playing with 1 player, use only the white grid on the game board.
- Lay out two scoring boards end-to-end (see 4 player team variation).
- No tile tray is used. Instead, the player draws each game tile from the bag, plays it on the game board, and then records the scores as appropriate. The next tile is drawn from the bag and play continues.
- If a scoring counter reaches 18 on the first score board, it is immediately placed on the appropriate starting symbol (value “0”) on the second score board. Do not record any further points over 18 for this symbol for this turn (see illustration 10).
- There are no bonus moves in solo play.