

INGENIOUS™

C H A L L E N G E S



THREE CLEVER GAMES
FOR 2–4 BRAINS
BY REINER KNIZIA



Introduction

Which challenge will you choose: cards, dice, or tiles? They may appear simple, but don't be deceived. As soon as you start your search for matching symbols, you'll find that these challenges are simply *Ingenious*! Each one is an exciting blend of strategic planning and pure fun that will put you to the test. Think you have what it takes to outthink and outmaneuver your opponents? Are you up to the challenge?

Game Overview

Ingenious Challenges is a collection of **three distinct games**: the Card Challenge, the Dice Challenge, and the Tile Challenge. Each one is a battle of wits in which 2–4 players match symbols to earn points in unique ways while preventing their opponents from doing the same.

Component List

This game includes:

- This rulebook
- 60 Ingenious Cards
- 9 Ingenious Dice
- 126 Ingenious Tiles
- 4 Score Boards
- 24 Scoring Pegs

Component Overview

The following sections briefly describe the components included in *Ingenious Challenges*.

Ingenious Cards



Each Ingenious card has two symbols on it. Players score points by matching the symbol on cards they play to the symbols on other cards on the table. These cards are only used when playing the Card Challenge.

Ingenious Dice



Each Ingenious die has a different colored symbol on each of its faces.

Players score points by matching the symbols they roll on their dice to the symbols on the dice in front of other players. These dice are used only when playing the Dice Challenge.

Ingenious Tiles



Each Ingenious tile has a colored symbol on it. Players draw Ingenious tiles randomly from a pool of tiles and score points by matching the symbols on them

to the symbols on other tiles on the table. These tiles are used only when playing the Tile Challenge.

Score Boards



Players track the number of points they have earned with a score board. Each score board has six rows, corresponding to the six different symbols used in the challenges. For each point a player scores, he advances the scoring

peg in the appropriate row one column to the right. The score boards are used in the Card Challenge, the Dice Challenge, and the Tile Challenge.

Scoring Pegs



Each player uses six scoring pegs, one of each color corresponding to the six different colored symbols used in the game, to

track the current number of points on his score board. The scoring pegs are used in the Card Challenge, the Dice Challenge, and the Tile Challenge.

Ingenious Challenges Setup

Before starting, players choose which of the three challenges they wish to face: the Card Challenge, the Dice Challenge, or the Tile Challenge. Each player then takes a score board and inserts a scoring peg in the 0 column of every row, matching the color of the peg to the color of the row.

Card Challenge

In this challenge, players earn points by playing cards with symbols that match those on the cards in the center of the table.

Required Components

- 60 Ingenious Cards
- Up to 4 Score Boards, 1 for each player
- Up to 24 Scoring Pegs, 1 of each color for each player

Component Overview

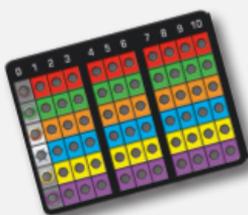
The following sections briefly describe the components used in the Card Challenge.

Ingenious Cards



Each Ingenious card has two symbols on it. Players score points by matching the symbol on cards they play to the symbols on other cards on the table.

Score Boards



Players track the number of points they have earned with a score board. Each score board has six rows, corresponding to the six different symbols used in the challenges. For each point a player scores, he advances the scoring peg in the appropriate row one column to the right.

Scoring Pegs



Each player uses six scoring pegs, one of each color corresponding to the six different colored symbols used in the game, to track the current number of points on his score board.

Card Challenge Objective

The first player to advance all six of his scoring pegs to column 7 or higher of his score board wins.

Card Challenge Setup

Shuffle the Ingenious cards and deal six to each player. Then set the remaining Ingenious cards where all players can easily reach them to form the Ingenious deck.

Starting with the youngest player, each player in turn draws the top card from the deck and places it faceup in front of himself. (When setting up the Card Challenge with only two players, see “The Card Challenge for Two Players” on page 7.) Leave room in the center of the table to create a facedown discard pile.

Card Challenge Gameplay

Players take turns, starting with the youngest player and proceeding clockwise. On his turn, a player selects a card from his hand and chooses one of the two symbols on it to score first.

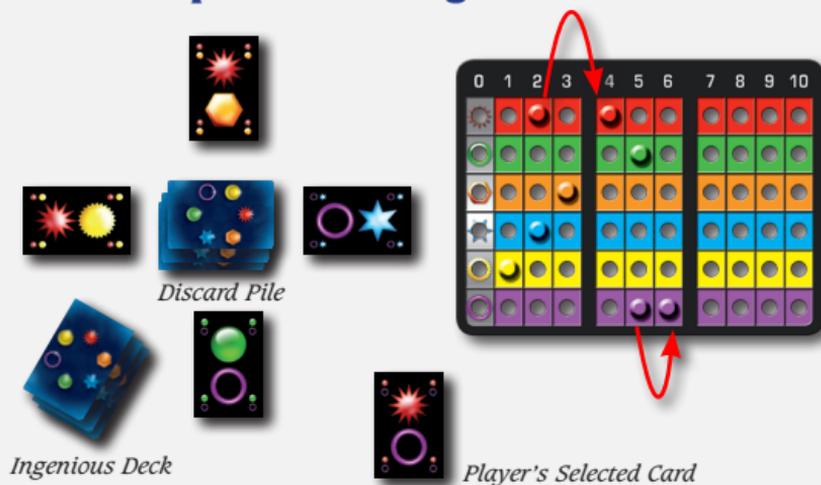
For each faceup card that has a matching symbol, the player scores one point in the row of his score board that corresponds to that symbol. A player tracks each point he scores by advancing the scoring peg in the appropriate row one column to the right. (See “Scoring Restriction” below for limitations on advancing the scoring peg.) The player then does the same for the other symbol on his selected card.

Scoring Restriction

Each scoreboard is separated into four areas: column 0, columns 1–3, columns 4–6, and columns 7–10. A player may never advance a scoring peg into the third area (columns 4–6) if he still has scoring pegs in the first area (column 0). Likewise, he may never advance a scoring peg into the fourth area (columns 7–10) if he still has scoring pegs in the second area (columns 1–3).

Disregard any points a player scores that would advance his scoring peg into an area which he is not yet allowed to use. Also, disregard any point that would advance a scoring peg past column 10.

An Example of Scoring:



The current player selects a card with a red symbol and a purple symbol from his hand. He chooses to resolve the red symbol first and scores two red points, advancing his red scoring peg from column 2 to 4. He then resolves the purple symbol. Even though two faceup cards have a matching symbol, he only advances his scoring peg from column 5 to 6. He cannot advance to column 7, as he still has scoring pegs in the second area.

Bonus Turns

When a player's scoring peg advances to column 10, he shouts, "Ingenious!" After he has resolved scoring points for both symbols on his card, discarded the card that was faceup in front of himself on the table, and replaced it with the card he just played (as described in "End of the Turn" below), he then gains one bonus turn for each time he shouted "Ingenious!" during his turn. A player may gain only one bonus turn for each color during the game.

Note that a player does **not** replenish his hand before taking a bonus turn. Further bonus turns are resolved in the same manner.

End of the Turn

After a player has resolved scoring points for both of the symbols on his card, he discards the faceup card that was in front of himself and replaces it with the card he just played. (Place discarded cards facedown in the discard pile.)

Once a player has completed his turn and has no further bonus turns, he draws from the Ingenious deck to replenish his hand back up to six cards. Before drawing, the player checks the row(s) of his score board in which he has the fewest points. If he has no cards in his hand with a symbol matching that row(s), he may choose to reveal and then discard his entire hand before drawing back up to six cards. In cases where a player has more than one row tied for having the fewest points, he must have no cards in his hands with symbols matching any of those rows in order to discard his whole hand in this way.

Once the player has replenished his hand to six cards, the player to his left begins his turn.

If no cards remain in the Ingenious deck, immediately shuffle the cards in the discard pile to form a new Ingenious deck.

Game End

The first player to advance all of his scoring pegs to column 7 or higher of his score board wins.

The Card Challenge for Two Players

When playing the Card Challenge with only two players, during the setup each player draws two cards to place faceup in front of himself rather than just one. Each player places one nearer to the center of the table and the other nearer to himself.

At the end of a player's turn, he discards the faceup card nearer to the center of the table and moves the faceup card nearer himself to take its place. He then places the card he just played faceup on the table in the space nearer to himself.

An Example of Setup for Two Players:



Player A's Faceup Cards



Discard Pile



Player B's Faceup Cards



Ingenious Deck

Dice Challenge

In this challenge, players earn points by rolling dice and matching the results to the other dice on the table.

Required Components

- 9 Ingenious Dice
- Up to 4 Score Boards, 1 for each player
- Up to 24 Scoring Pegs, 1 of each color for each player

Component Overview

The following sections briefly describe the components included the Dice Challenge

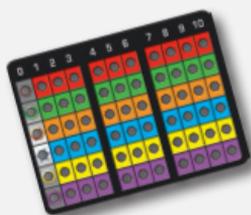
Ingenious Dice



Each Ingenious die has a different colored symbol on each of its faces.

Players score points by matching the symbols they roll on their dice to the symbols on the dice in front of other players. These dice are used only when playing the Dice Challenge.

Score Boards



Players track the number of points they have earned with a score board. Each score board has six rows, corresponding to the six different symbols used in the challenges. For each point a player scores, he advances the scoring peg in the appropriate row one column to the right.

Scoring Pegs



Each player uses six scoring pegs, one of each color corresponding to the six different colored symbols used in the game, to track the current number of points on his score board.

Dice Challenge Objective

The first player to advance all six of his scoring pegs to column 7 or higher of his score board wins.

Dice Challenge Setup

Distribute a number of Ingenious dice based on the number of players. In a two-player game, give each player four dice. In a three-player game, give each player three dice, and in a four-player game give each player two dice. Note that in two-player and four-player games one die is returned to the box and not used.

After distributing dice, each player rolls his dice and leaves the result displayed in front of himself.

Dice Challenge Gameplay

Players take turns, starting with the youngest player and proceeding clockwise. On his turn, a player rolls all of his dice. If he wishes, he may disregard the result and re-roll his dice. If he is still not satisfied with his result, he may re-roll his dice one more time. The player must accept this third roll, however, and may not re-roll the dice further. Note that when a player re-rolls, he must re-roll **all** of his dice.

The player resolves his dice, one at a time in the order of his choice. A player resolves a die by comparing the symbol on it to the symbols on the dice in front of the other players. For each die in front of another player that has a symbol matching the one on the die being resolved, the player scores one point in the row of his score board that corresponds to that symbol. A player tracks each point he scores by advancing the scoring peg in the appropriate row one column to the right. (See “Scoring Restriction” on the next page for limitations on advancing the scoring peg.)

Note that a player does not count points for matching the symbol from one of his dice to another one of his own dice (see “Wild Scores” on the next page). Once a player has completed his turn and has no further bonus turns (see “Bonus Turns” on page 11), he leaves his dice displayed in front of himself for others to use for matching symbols and the player to his left begins his turn.

Wild Scores

When the result of a player's roll includes two matching symbols, he may choose to use them as a **wild score** instead of matching them to other players' dice. If the player uses the dice as a wild score, he chooses **any** one symbol and earns one point in the matching row.

In a two or three-player game, a result can include three matching symbols. In this event, a player may use them as a double wild score instead of matching them to other players' dice. If he does so, he chooses **any** one symbol and earns two points in the matching row. If he wishes, he may, instead, choose to use two of the dice as a single wild score and use the remaining die to match to other players' dice for points.

In a two-player game, a result can include four matching dice. In this event, a player may use all four dice as a triple wild score instead of matching them to other players' dice. If he does so, he chooses **any** one symbol and earns three points in the matching row. He may instead choose to use three of the dice as a double wild score and he may use the remaining die to match to other players' dice for points, or use the dice as two separate pairs for two single wild scores.

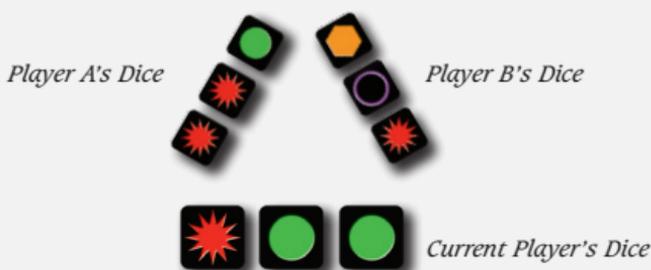
Note that any dice used for a wild score are **not** used to match to other players' dice for points. Players do not have to use matching sets for wild scores if they do not wish to, in which case they match the dice to other players' dice as normal.

Scoring Restriction

Each scoreboard is separated into four areas: column 0, columns 1–3, columns 4–6, and columns 7–10. A player may never advance a scoring peg into the third area (columns 4–6) if he still has scoring pegs in the first area (column 0). Likewise, he may never advance a scoring peg into the fourth area (columns 7–10) if he still has scoring pegs in the second area (columns 1–3).

Disregard any points a player scores that would advance his scoring peg into an area which he is not yet allowed to use. Also, disregard any point that would advance a scoring peg past column 10.

An Example of Scoring:



The current player's roll results in a red star and two green disks. He may use this result to score three points in the red star row of his score board (matching his red star to Player A's two red stars and Player B's one red star) and either two points in the green disk row (matching each of his two green disks to Player A's green disk result) or a single wild point.

Bonus Turns

When a player's scoring peg advances to column 10, he shouts, "Ingenious!" Then, after he is done scoring, he gains one bonus turn for each time he shouted "Ingenious!" during his turn. The player immediately takes another turn. Further bonus turns are resolved in the same manner. A player may gain only one bonus turn for each color during the game.

Game end

The first player to advance all of his scoring pegs to column 7 of his score board wins and the game is over.

Optional Starting Rule

To compensate for the advantage of going first, players do not roll their dice before the first turn of the game. Consequently, the first player starts with no dice available for matching. On his initial turn, the first player can only score points through wild scores.

Tile Challenge

In this challenge, players earn points by drawing tiles and matching the symbols on them to those on tiles already on the table.

Required Components

- 126 Ingenious Tiles
- Up to 4 Score Boards, 1 for each player
- Up to 24 Scoring Pegs, 1 of each color for each player

Component Overview

The following sections briefly describe the components included in the Tile Challenge.

Ingenious Tiles



Each Ingenious tile has a colored symbol on it. Players draw Ingenious tiles randomly from a pool of tiles and score points by matching the symbols on them to the symbols on other tiles on the table.

Score Boards



Players track the number of points they have earned with a score board. Each score board has six rows, corresponding to the six different symbols used in the challenges. For each point a player scores, he advances the scoring peg in the appropriate row one column to the right.

Scoring Pegs



Each player uses six scoring pegs, one of each color corresponding to the six different colored symbols used in the game, to track the current number of points on his score board.

Tile Challenge Objective

The first player to advance **all six** of his scoring pegs to the target column of his score board wins. In two-player and three-player games, the target column is column 7. In four-player games, the target column is column 5.

Tile Challenge Setup

The Ingenious tiles are placed facedown in the center of the table and randomized. Whenever tiles are drawn, players choose them randomly from this pool of tiles.

Three tiles are then drawn and placed faceup in the center of the table.

Tile Challenge Gameplay

Players take turns, starting with the youngest player and proceeding clockwise. At the start of a player's turn, if there are less than three faceup tiles on the table, he draws enough tiles from the Ingenious tile pool to bring the total back up to three and places them faceup in the center of the table.

Next, he decides whether he will either take a free score (if possible, see "Free Score" on page 14 for more information) **or** draw a tile. (Note: a player cannot choose to both take a free score and draw a tile.)

Any time a player draws a tile, he places it faceup in front of himself and resolves it one of three ways:

1. If the symbol on the tile matches a symbol on a tile he has already drawn this turn (and thus is already in front of him), his turn is over. He moves all of the tiles that are in front of himself to the center of the table, and the next player starts his turn.
2. If the symbol on the tile does not match any of the symbols on the tiles in the center of the table, his turn is over. He moves all of the tiles that are in front of himself to the center of the table, and the next player starts his turn.
3. If the symbol on the tile matches one or more of the symbols on the tiles in the center of the table and it does not match a symbol on a tile he's already drawn, the player may either score now or draw another tile (see "Scoring" on the next page for more information).

If he chooses to draw another tile, he places it faceup in front of himself next to the tile he just played and resolves it one of the above methods.

Scoring

When a player decides to score, he first takes any tiles from the center of the table that have symbols matching those on tiles he played this turn and adds them to the tiles in front of himself. Then, for each tile he has in front of himself, he scores one point in the row that matches the symbol on that tile. The player advances the scoring peg in the appropriate row one column to the right for each point scored.

The player disregards any point that would advance that player's scoring peg past the target column, and returns that tile facedown to the pool of Ingenious tiles.

Finally, after a player has finished scoring, he returns all the tiles in front of himself to the box. They are not used for the rest of the game. After scoring, if there are no remaining bonus turns (see "Bonus Turns" on the next page for more information), the player's turn is over and the next player start his turn.

Free Score

Instead of drawing a tile to play (including on bonus turns), a player may be able to take a free score. If one or more of the tiles in the center of the table have a symbol that matches the row on his score board in which he has scored the fewest points, he may choose to take a free score. If more than one row is tied for the fewest points, he may choose one of the tied rows to use for the free score.

When a player takes a free score, he takes all the tiles from the center of the table with symbols that match his row with the fewest points and places them in front of himself. Then, for each tile he has in front of himself, he scores one point in the appropriate row and advances his scoring peg as normal (including with the possibility of having bonus turns).

Then, after any bonus turns have been taken, if any, the player's turn is over and the next player starts his turn.

Bonus Turns

When a player's scoring peg advances to his target column he shouts, "Ingenious!" Then, after he is done scoring, he gains one bonus turn for each time he shouted "Ingenious!" during his turn. The player immediately takes another turn. Further bonus turns are resolved in the same manner.

An Example of Scoring:



Current Player's Tile



Tiles in the Center of the Table

The current player draws a tile with a yellow sun. It matches one of the tiles in the center of the table.



Current Player's Tiles



Tiles in the Center of the Table

He chooses to draw another tile, which ends up being a green disk. It also matches one of the tiles in the center of the table. If it had not, or if he had drawn another tile with a yellow sun, his turn would be over and he would move the tiles he drew to the center of the table.

The player decides to score points. He takes the tile with the yellow sun and the tile with the green disk from the center of the table and adds them to the tiles he played. He advances his green scoring peg and his yellow scoring peg two columns to the right. He returns both tiles with green disk and both tiles with the yellow sun to the box and leaves the tile with the blue star in the center of the table.

Game end

The first player to advance all of his scoring pegs to the target column of his score board wins.

Tallying Victory Points

If playing multiple challenges, players may determine an overall winner by keeping a running tally of victory points. After each challenge, each player receives a number of victory points equal to the number of points in the row of his score board in which he has the fewest points. After completing an agreed-upon number of challenges, the player with most victory points is the overall winner.

Credits



Original Edition

Game Design: Reiner Knizia

Producer: Robert Hyde

Reiner Knizia wishes to thank all of his playtesters and Sebastian Bleasdale.



U.S. Edition

Producer: Tim Uren

Editing: Mark O'Connor

Additional Graphic Design: Brian Schomburg and Andrew Navaro

Production Manager: Gabe Laulunen

FFG Lead Designer: Corey Konieczka

FFG Lead Producer: Michael Hurley

Publisher: Christian T. Petersen

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