

A brilliant dice game by Ralf zur Linde for 1 to 6 players aged 8 and over.

CONTENTS: 2 dice

6 pens

2 score pads (with a total of

4 different levels)



BRILLIANT

GAME IDEA AND OBJECT

Grab the dazzling diamonds before someone else does! In BRILLIANT, you have to fill the fields on your sheet with numbers faster than everyone else. To do this, write one of the two numbers rolled next to a number you've previously entered. The grid is divided into areas of different colors for which different rules apply for entering numbers. The faster you complete an area, the more points you'll earn. The player with the most points at the end of the game wins.

GAME SETUP

Each player takes a pen and one sheet (for the same level) from one of the score pads. Write the six starting numbers from 1 to 6 in six different areas in the grid (one number per area). Make sure that your opponents can't see the numbers.

We recommend using the Level 1 score sheet for your first game and entering the six starting numbers in the fields marked with a little star. For later games, you may use the six star fields as starting fields or choose the starting fields for yourself. Keep in mind that the starting fields must be in different areas.

Whoever can crack the most brilliant smile receives the two dice.

AREAS



All of the fields on the sheet in the same color that are next to each other (or connected by a line) make up one area. A scoring field in the respective color appears beside each area. This is linked to the corresponding colored fields in

the grid by lines (sometimes dashed).

If there is **no line from a scoring field** to a colored area, then the scoring field counts for **all fields** in this color (not just for the connected ones).



Scoring field

scoring neia

GAME PLAY

Roll both dice at the start of the game. It doesn't matter who rolls the dice as the result applies for everyone at the same time. You may now enter one of the rolled numbers into your grid. You must enter the number into a field that is above,

below or beside a field that contains the **other rolled number** that you have previously entered.

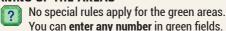
For example, if you roll a 2 and a 5, you can choose whether to enter a 2 next to a 5 you've already entered or a 5 next to a 2 you've already entered.

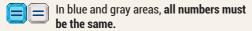


- Always enter new numbers orthogonally, i.e. above, below, to the left, or to the right of a previously entered number.
- Be sure to **follow the rules** for the respective area you'll find them in the section on the **meaning of the areas**.
- Since you all play at the same time, the dice roll applies for everyone. You don't have to all enter the same number though.
- Then the next person (clockwise direction) takes both dice, rolls them, and the game continues.

Note: After the dice are rolled, if you are not able to legally enter either of the rolled numbers into the grid, simply do not enter a number this round and hope that the next die roll suits you better.

MEANING OF THE AREAS







In red and yellow areas, all numbers must be different. No number may be duplicated.



In purple areas, only a maximum of two different numbers can be entered. Three or more different numbers are not allowed.



In orange areas, you can either enter only the numbers 1 to 3 or only the numbers 4 to 6.

EXAMPLE-LEVEL 1:

A 2 and a 5 were rolled. You can therefore enter a 2 next to a 5 or a 5 next to a 2 on your sheet. A game



situation in which several numbers have already been entered over several rounds is shown in the illustration here. All conceivable options are shown here with the 2s and 5s written in red or green. The green numbers show you where you are



allowed to enter the respective number. The **red numbers** show you where you **are not allowed** because this would be against the rules for the respective area:

- You may not enter a 5 in the blue area at the top, because all of the numbers must be the same. Since 2s have already been entered in this blue area, only 2s may be entered in this area for the remainder of the game.
- 2 You may not enter a 5 in the purple area at the top, because only two different numbers (at most) may be entered here. Since a 4 and a 6 have already been entered in this purple area, only 4s and 6s may be entered in this area for the remainder of the game.
- 3 You may not enter a 5 in either red area, because only different numbers may be entered in red areas and both red areas already contain a 5. However, a 2 may be entered into either red area, because neither area contains a 2.
- 4 You may not enter a 2 in the blue area at the right, because all of the numbers must be the same. Since a 4 has already been entered in this blue area, only 4s may be entered in this area for the remainder of the game.

COMPLETING AN AREA

When you have completed an area, immediately announce which area you've completed (e.g. "Blue, left!"). If no one else has done this yet, circle the highest of the three point values for this area in the scoring field. Everyone else should cross this value out. Then enter these points on the score bar at the top of your sheet by crossing off the corresponding points.



If another player completes the same area later in the game, they circle the second highest point value (while all other players cross it out), and add the respective points to their score bar.

If several people complete the same area in the same turn, they all receive the same points and circle them on their sheet. The third point value for an area is never crossed out. Everyone who later completes the area receives these points, no matter how many players completed it before them.

END OF THE GAME

As soon as a player has **crossed off a certain number of points on their score bar** (based on player count), the game ends immediately and that player wins.



5+ players: 20 points 4 players: 22 points 3 players: 24 points 2 players: 26 points

If two or more players reach or exceed the required point total in the same round, the **player with the most points wins**. If there is a tie for the most points, then all of the tied players share in the victory.

SOLO PLAY VARIANT

You can also play "BRILLIANT" on your own! The basic rules are the same, but there's one special difference. Instead of marking the points on the score bar as usual, only circle the point values for the areas you complete. The score bar now has a new role: Use it to count your dice rolls. After rolling the dice for the first time (and before you enter a number in your grid), mark a diagonal slash through the number 1 in the score bar. After the second roll, add a second slash to the number 1 in the other direction, which crosses it out completely. Then move on to the number 2, and so on.



For example, after the sixth roll, you will finish crossing out the number 3 in the score bar.

When you add the second slash to a number (crossing it out) that has the solo player symbol , you must cross out the currently highest available point value of one scoring field. You can no longer earn these points, but the lower point value is still possible.

The game ends when you've finished crossing out the number 22 in the score bar (after the 44th roll). Add up all of the circled points in your scoring fields. Try to keep improving your high score for each level!

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