

## Contents

3 color dice  
3 number dice  
1 special die  
1 scoring pad  
6 felt-tip pens

# ONE MORE ENCORE!

The ingenious dice game by Inka & Markus Brand for 1 to 6 players, aged 8+.

## Game overview

In “ONE MORE ENCORE!”, players earn points by checking off columns, rows and boxes of the same color as quickly as possible. Pick a combination of a color die and a number die, then check off the respective boxes in your chosen color. Choose wisely and snap up the desired dice combination before your opponents do. Spread your checks out as best possible or unlock special dice to create even more opportunities. In addition to the points for completed columns and rows, you can earn bonuses by checking off all of the boxes in one color. The game ends when two colors have been completely checked off. Then you can go straight on to another round ...

**For all “Encore” experts:** to make it easier to get started, all deviations from the “Encore!” rules have been highlighted in grey.

## Preparation

Give each player one player sheet from the scoring pad and a pen.

## Changes to the player sheet compared to “Encore!”

Fields unlocking special dice

Row bonuses for first player to complete entire row

Heart bonuses for completed columns

Special die already activated at start of game

Further special dice to unlock during play

Total row points

Total heart points

Points for unused special dice

## Game play


Determine a starting player. This is the first active player, who will throw all seven dice **once**. The **active player** then chooses **one color die and one number die or the special die, which they place in front of them**. They check off the relevant boxes on their player sheet. **All other players** may now choose **any combination (one color die and one number die) from the remaining dice** and check off the appropriate boxes on their player sheet. Alternatively, they may use the special die if the starting player did not use it. Several players may choose the same combination of color and number die or the special die.





**IMPORTANT:** For the **first three turns** (first three active players), **all players** may choose a combination of **one color die and one number die** from all six dice **or the special die**. Players may choose the same dice combinations.

**PASSING:** Players always have the option of not choosing any dice combination at all or not checking anything off—this also applies to the active player. If the active player does not choose any dice, the other players may choose a combination from all seven dice.












**Select a combination and check a box**

To check off boxes, a player must select a dice combination (one number die and one color die), then check off the appropriate number of adjacent colored boxes. For instance, if a player selects a number die with the number “4” and a yellow color die, they must check off four adjacent yellow boxes. 







**The following rules apply:**





- At the beginning of the game, the **first checked box** must be in **Column H**.
- All checked boxes **must connect and all must be of the same color**.
- Checks must be **horizontally or vertically adjacent to at least one checked box or start in Column H**. Boxes that only touch diagonally do not count as adjacent.
- You must check off the **exact number of boxes indicated by the die**.
- A color block comprising several boxes does not need be filled entirely in a single turn.
- It is not possible to check off more than five boxes in one turn.
- During a turn, the value of a die **may not be split up** in order to check off boxes in two separate blocks of the same color.
- The  on the number dice and  on the color dice are Jokers (see JOKER).

Example:

*Inka rolls:       . She chooses to use  , so checks off five orange boxes (A). This is possible as the first box is in Start Column H and all of the five boxes are adjacent. In the first three turns, the other players can also choose to use the same dice. Alternatively, they have two other options. They could either check off the two green boxes (B) or two of the yellow boxes in the block of four (C). It is not possible to check off all four of the yellow boxes because the active player didn't throw a  and the  cannot be used for this as the number cannot be used in full.*



*From the fourth turn, Inka (as the active player) would have chosen the two dice   and then removed these from play. All other players could then only choose from the remaining five dice    .*

*Note:* To check off the two remaining boxes in the yellow block of four, the player needs either   once or   twice. They **cannot** choose a higher number and split the value to check off boxes in two different color blocks.

Examples of correct and incorrect moves:







**Correct:** All five checked off boxes are adjacent to one another, and one green box is adjacent to the yellow box that has already been checked off.

**Correct:** All four checked off boxes are adjacent to one another, and one box is adjacent to a box that has already been checked off. However, this leaves two single green fields (circled in blue). These can only be checked off by rolling a "1". A green "2" cannot be used for this.

**Incorrect:** All three checked off boxes are adjacent to one another, but one of the three checked off boxes must be adjacent to a checked box. They cannot connect diagonally.

**Incorrect:** The three checked off boxes are not connected.

## Joker

The  on the number die and  on the color die are Jokers. If a player chooses the , they can **choose any color**. If they choose the , they can specify a number **between one and five**. NB: You cannot choose six, even if you wish to check off a block of six boxes, as five is the highest number on the number die.

**IMPORTANT:** For each Joker a player uses, they must check off an exclamation point on their player sheet. If they no longer have any exclamation points, they cannot use any more Jokers.

A player can use two Joker dice if they wish (question mark and black cross). However, they must then also check off two exclamation points.

## Special die

To use the special die, players must have checked off golden die boxes in the grid on their player sheet. For each checked box, they may circle a special die in the row of dice below the Joker row. This unlocks a special die. One special die in this row is already circled at the start of the game—this means each player can use a special die once, from the very start of play.

Whenever a player uses the special die, they must check off a circled special die in this row. If they have not circled any golden die, they cannot use the special die.

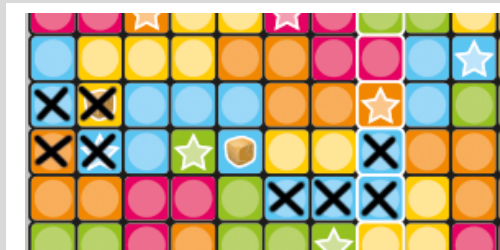


## Special die actions:



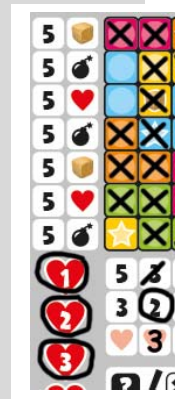
**Bomb:** The player detonates a bomb to check off up to four boxes of their choice (any color!) within a 2x2 grid on their player sheet. These boxes **do not** have to be adjacent to existing checks or in Start Column H. They can also check off boxes not in Column H at the start of the game. Later in the game, further checks can be placed in the boxes adjacent to bombed boxes. A bomb can also be used to check off less than four boxes, but all of the checks must still be within a 2x2 grid. A bomb may also be used to check off boxes of different colors at the same time.

**Example:** A player has just used the special die to detonate a bomb. They place four checks within a 2x2 grid anywhere they wish on their player sheet—in this example, this even unlocks a further special die action.

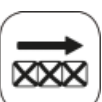


**Heart:** The player circles a heart in the heart column, starting at the top. The hearts give players an additional column bonus. The more hearts a player circles during the game, the higher this bonus will be. When a player has checked off a full column, they immediately also receive the **current** heart bonus in addition to the points for the column (see CLAIMING COLUMNS). They write these points on the heart, below the corresponding column. If the player manages to circle additional hearts during the game, they increase the column bonus for columns they complete thereafter.

**Example:** The player has already circled three hearts and is now the second player to complete Column B. In addition to the two points for Column B, they now immediately write three bonus points on the heart below this column. The player is able to circle another heart later on in the game. They are then the first player to complete Column A. In addition to the points for Column A, they now already receive a heart bonus of four points. They immediately write this on the heart below Column A, which has just been completed.



**Stars:** The player checks off up to two stars on their player sheet. These must be vertically or horizontally **adjacent to at least one box that has already been checked off** or in Start Column H.



**Three in one row:** The player immediately checks off **up to three boxes in a row** (not a column!). These boxes **do not have to be adjacent**, but they must be adjacent to boxes that have already been checked off. This action is particularly useful for completing rows.



**Color block:** The player immediately checks off **an entire color block**. The color block can either be entirely empty or the player can complete a color block that has already been started. Important: The color block must be adjacent to at least one box that has already been checked off. An entire block of six can then be checked off at once.

### Claiming columns

Whenever a player succeeds in filling a column with checks, they earn the points specified below that column in addition to any heart points they might have earned (see special die).

**After** all players have checked off the according boxes, the active player lets the other players know the column and circles the points they have earned on the player sheet. If they are the **first** to do so, they **circle the top number (higher value) beneath that column**. All other players cross out this value on their player sheet. They may still earn points for completing the column, but can only circle the bottom number (lower value). This bottom number (lower value) is **always** available to **all subsequent players**; it is never “claimed” like the higher value is by the first player to complete the column.

Example: After a few turns, Inka has just checked off the two orange boxes in Column D and thus completes a column. She says aloud to her opponents: “Column D is full.” and circles the three points. The other players cross out the three; they can now only earn two points for completing Column D.

Important:

- Only the top number (higher value) for a column is crossed out. All other players still have the opportunity to earn the lower value.
- A player can complete multiple columns in one single turn and claim multiple points. They then announce which columns they have completed and circle the according points.
- If several players complete a column on the same turn, they all receive the higher points.
- When players complete a column, they should always check whether they have already circled hearts and enter the current heart bonus in the heart field below the completed column. Every player receives the heart bonus, regardless of whether they are the first to complete the column or do so later on.

After all players have had an opportunity to choose a pair of dice or the special die and check off the respective boxes, the dice are passed **clockwise** to the next player. Play continues with the new active player using all seven dice ...

**Row bonus**

Whenever a player has filled an entire row in their player sheet with checks (NB: not a column!), they must announce the corresponding row aloud to their opponents and circle the according points. If they are the **first** to complete a row, they immediately receive the row bonus indicated next to the row. All other players cross out this bonus on their player sheet and can no longer receive it. If another player completes the same row, they only circle the points and do not receive the bonus. Each completed row is worth five points at the end of the game.

The row bonuses are:

**Bomb:** The player immediately detonates a bomb according to the above rules.

**Special die:** The player immediately circles a special die in their row of golden dice.

**Heart:** The player immediately circles the next heart in their heart column.

**Important:**

- If two or more players complete a row in the same turn, they all receive the row bonus.
- If a player completes row(s) and column(s) at the same time (e.g. by detonating a bomb), they receive the row bonus first. Only then should they circle the points in the completed rows and columns.

**Color bonus**

The first player to successfully check off **all of the boxes in one color** receives the five points for that color. That player lets the other players know they should cross out the five points. They can now only earn three bonus points for this color. All players are able to earn these three bonus points. The same applies to bonus points: if several players earn the color bonus for the first time in the same turn, they all receive the five points.





## Stars

Each star on the player sheet **not checked off by the end of the game** is worth **two minus points**.

## Game end

The game ends immediately after the turn in which (at least) one player succeeds in circling their second color bonus (regardless of whether it is the high or low value). If the active player is the one to end the game, all other players still get to play their turn with the remaining four dice or special die, as usual. The points of the individual players are then determined.



- ← Enter the bonus points for the colors here.
- ← Enter the bonus points for the columns and rows here.
- ← Enter the heart points here.
- ← Each unused exclamation point is worth one point.
- ← Each circled but unused special die is worth two points.
- ← Each unchecked star results in two minus points!

Whoever has the most points wins! In case of a tie, the player with the most exclamation points remaining is the winner. And why not simply play another round of “Encore—Take 2!”?!

## Solo game

If there’s no one around to play with you, you can also play “ONE MORE ENCORE!” on your own. The solo game is about collecting as many points as possible.

The rules of the game remain largely unchanged. However, only **two color dice and two number dice as well as the special die** are used.

After every roll, the player must make a slash in one of the letter fields at the top. A total of two slashes will be made in each of these letter fields—one diagonally to the right and one diagonally to the left. The solo game ends when two slashes have been placed in each

letter field after thirty turns, or the player has completed two colors. The points are then added together. If the player has two completed colors but has not yet played all thirty turns, they receive two bonus points for each unused turn. Add together your points and check the points table to see how well you did in “ONE MORE ENCORE!”.

> 90	So there are super heroes!
85–90	Do your friends call you ‘The Brain’?
79–84	You could be a professional “ONE MORE ENCORE!” player!
74–78	Excellent! What a great result!
70–73	Practice makes perfect!
66–69	Great! That went pretty well, didn’t it?
60–65	You just keep getting better!
50–59	Not bad! You’re really making progress.
40–49	It looks like you’ve got the hang of it now.
30–39	Hmm, that wasn’t so bad.
20–29	You could do with a little more practice.
10–19	As long as you’re enjoying yourself ...
< 10	Are you even trying?!



Letter fields after five turns.

