



The nerve-wracking dice game – now for 2-8 players, ages 8+  
Only playable with *Verflixxt!* [*That's Life!*]

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Now you go head to head! You must be brave to wear that hat! But can you carry it off and take the right amount of risk to carry off the prize?

The rules of *Verflixxt!* remain unaltered. Only the additional rules for *Verflixxt hoch²!* are explained here.

### The Aim

As in *Verflixxt!* the winner is the player with the most points at the end of the game.

### Contents

1 happy green hat

1 cursed red cap



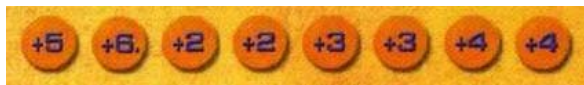
60 movement cards  
(in yellow and orange,  
numbered -1 to 6)



8 risk tiles  
(1 each: -3/+3, -7/+7;  
2 each: -4/+4, -5/+5, -  
6/+6)



8 finish-tile discs (1 each: +5, +6; 2 each: +2, +3, +4)



### Preparation

To play the game you need the pieces from both *Verflixxt!* and *Verflixxt hoch²!*

From *Verflixxt!*, the dice, one lucky clover tile, and one path tile of each of the following values: +1, +2, -3, -4, -5, -6, -7, are not needed and are left in the box. With 2 or 4 players, the -3/+3 risk tile (from *Verflixxt hoch²!*) is also not used.

All the other path tiles, together with the risk tiles, are shuffled face-down and are then laid out face-up, in **any order** going from the start tile. Place the finish tile at the end of the course (see picture on next page).

Sort the eight finish-tile discs according to their value and place them as a face-up stack next to the finish tile: The +2 discs go on the top, +3 discs go below them, etc.

Place the eight guards on the first eight positive tiles of the course (those with a plus value or lucky clovers).

The players place the pawns of their colour on the start tile. With 2-4 players, each player uses three pawns, and with 5 or more players, each player uses two pawns.

Shuffle the movement cards and deal two cards to each player. The players pick up their cards, keeping them secret from the other players. The remaining cards form a face-down draw-pile.

Next, the happy green hat and the cursed red cap are allocated: Each player takes a card from the draw-pile and lies it face-up in front of him. The player who revealed the highest number gets the happy hat and the player with the second highest number gets the cursed cap. The players getting the hats put them on

one of their pawns. (If there is a tie for the highest or second-highest card, the tied players continue to take cards from the draw-pile until one player has drawn a higher card than the other).

Cards used to allocate the hats are placed as a face-up discard pile.

The player with the happy hat starts the game. Turns are then taken in clockwise order.



## Playing the game

The game is played according to the rules of *Verflixt!* with the exception of the following rules:

### Movement cards

On your turn, you play one of your two movement cards and move one of your pawns or a guard by as many path tiles as indicated by the card. (Remember: In order to move a guard, at least one pawn belonging to any player must also be on the tile).



- With 1 to 6 you move forwards.
- If you play a 0, you do not move a piece.
- With -1, you move back by one tile. Note: If a piece is on the tile next to the start tile, it can be moved back to the start tile with a -1. If a -1 is used for a piece which is **on** the start tile, the piece stays where it is. (Exception: a pawn wearing the cursed cap, see page 3).

If you play a **yellow card**, you may – but don't have to! – carry out a **double turn**. First carry out your turn with the yellow card.

Then play your second card and again move one of your pawns or a guard. If the second card is also yellow, it does not give you another turn.

Played cards are put on the discard pile. You then draw one or two cards from the draw-pile, depending on whether you had a double turn or not.

If the draw-pile is used up, shuffle the discard pile to form a new face-down draw-pile. The next player then takes his turn.

### The risk tiles

The risk tiles show the same number, once as a minus and once as a plus value. They are collected in the same way as the lucky clovers, the plus tiles and the minus tiles. If you have an **odd number of risk tiles** at the end of the game, these tiles score their **minus value**.



If you have an **even number of risk tiles**, these tiles score their **plus value**.

*Example: Adam has three risk tiles at the end of the game. They have the values -3/+3, -5/+5 and -6/+6. Since this is an odd number of tiles, they score their minus value, which in this case will be minus 14 points.*

Lucky clovers have **no effect whatsoever** on risk tiles.

### The hats

If you move your pawn to the finish tile whilst it is wearing the happy hat or the cursed cap, place the hat with your collected tiles. The happy hat scores plus 10 points; the cursed cap scores minus 10 points.



Ownership of the hats can change (several times!) during the course of the game.

A hat can only ever be taken, given or exchanged on a tile, by a pawn that moved to that tile on that turn.

#### Take a hat:

If you move a pawn **without a hat**, to a tile on which there is at least one pawn **with a hat**, the new-comer may take a hat (but doesn't have to) and put it on.

#### Give away a hat:

If you move a pawn **with a hat**, to a tile on which there are one or more pawns **without a hat**, the new-comer may put his hat on one of those pawns (but he doesn't have to).

#### Exchange hats:

If you move a pawn **with a hat**, to a tile on which there is another pawn **with a hat**, the newcomer decides whether to swap hats. If there are other pawns on the tile, he may instead choose to give away his hat to one of them (see above). Of course, he can also choose to keep his hat.

A pawn can only wear one hat at a time. Guards cannot wear hats.

If you play a 0, you do not move a pawn, and so cannot take, give or exchange hats.

The happy hat and cursed cap each have an additional **special rule**:

- The pawn wearing the green **happy hat** must be the **last of a player's** pawns to reach the finish tile.
- The pawn wearing the red **cursed cap** can use a card's movement points to move **forwards or backwards**.

*Example: Julia plays a 3 and moves her pawn wearing the cursed cap. She can decide whether to move the pawn three tiles forwards or three tiles backwards. With a -1, she could choose to move her pawn one tile back or forward.*

Moving this way, a pawn can only go back as far as the start tile; and in this case, all the movement points of the card must be used.

*Example: Julia's pawn with the cursed cap is three tiles in front of the start tile. If she plays a 4, 5 or 6, she cannot move the pawn backwards despite having the cursed cap – she must move forwards. With a 3, she would be able to move back to the start tile.*

If a -1 is played for a pawn wearing the cursed cap, whilst it is stood on the start tile, it must move forwards. Remember: Under the same circumstances, pawns without the cursed cap can stay where they are.

#### Finish-tile Discs

If you play a card and move one of your pawns or a guard exactly to the finish tile, without having any left-over movement points, you take the top disc and place it face-up in front of you. If there are no more discs available, then you do not get one. These discs are worth their value in points at the end of the game.



As in the basic game, all pieces that are stood on the finish tile are out of the game and cannot be moved again.

#### End of the game

The game ends once all the players have got all their pawns to the finish. Each player counts the value of his path tiles (following the normal rules) together with the value of any risk tiles, discs and hats. The winner is the player with the most points.

#### 'Attack!' Card Variant

If you still want to raise the vexation to a higher power, try this variant:



If you want to carry out an attack, **two conditions** must be fulfilled:

- You must have two cards of the same value (e.g. two 4s, but not a -1 and a 1).
- At least one enemy pawn and/or at least one guard must be stood on the same tile as at least one of your pawns.

For the attack, you play both cards **together** and move all **enemy** pawns and guards from this tile by the value of **one** of the cards. Your own pawn/s stays where they are. You then draw 2 cards. The colour of the cards played in an attack has no relevance. A double turn is not possible.

#### Combinations

*Verflixxt!* and the expansions *Verflixxt nochmal!* and *Verflixxt hoch?!* can be freely combined with one another. There are tips and suggestions at [www.verflixxt.de](http://www.verflixxt.de) and [www.kramer-spiele.de](http://www.kramer-spiele.de) for completely vexing combinations!

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