VERFLIXXT!

amigo-spiele.de/02002

A game by Wolfgang Kramer and Michael Kiesling,
with art by Dominik Hüfner

Players: 2–6 **Ages:** 8 and up **Playing time:** about 20 minutes

THE IDEA OF THE GAME

Roll the dice and move your pieces along the track as cleverly as possible, trying to collect as many plus and lucky tiles as you can. These will earn you points, so let's leave all the minus tiles to the other players, right? And even if you have to take the occasional minus tile, you can always use a lucky tile to turn it into a plus. The player whose tiles earn them the most points wins the game.

Bonus: As well as the quick and easy "Base Game," this box contains a more tactical "Pro Version" (see page 5).

COMPONENTS

1 start tile



1finish tile



4 action tiles
(with fronts and backs)



"Gift"



"Steal"



8 plus tiles



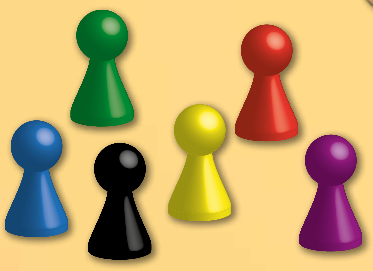
18 minus tiles



1 die



6 lucky tiles



18 playing pieces in 6 different colors



8 guards

THE BASE GAME

SETTING UP THE GAME

- Place the start **tile (1)** in the middle of the table.
- Shuffle all the **plus**, **minus**, and **lucky tiles (2)** together, face down. Starting next to the start tile, use these tiles to create a track where each tile touches **exactly** two other tiles. Otherwise, feel free to get creative when it comes to the general shape of the course.
- After each set of 8 tiles are put down, add 1 **action tile (3)** to the track with its Gift side showing.
- Put the **finish tile (4)** at the end of your track.
- Each player picks a color and takes the **three** matching **pieces (5)** (only take two if there are five or six players). Place your pieces on the start tile.
- Get the **die (6)** ready.
- Put all the other playing pieces and the guards back in the box: You won't need them for this game.



PLAYING THE GAME

Take turns going in a clockwise direction, with the youngest player going first. On your turn, roll the die **once** and move **any 1 of your pieces** the number of tiles you rolled along the track toward the finish tile.

COLLECTING TILES

If you move your piece off a tile where it was the only one at the start of your turn, you **must** take that tile. Remove it from the track and place it in front of you, face-up. This is the start of your **tile tower**. When you collect other tiles over the course of the game, you'll always put them on **top** of your tile tower. You must **never** change the order of the tiles in your tower. After you take a tile, close the gap in the track by pushing the other tiles together.

Note: Instead of collecting the start tile, put it back in the box.

Example: *Mella moves a piece that was the only one on its tile, so she must collect the tile and put it on top of her tile tower.*



Example: *Basti moves a piece that was sharing a tile with another piece (one of Basti's own pieces, in fact), so he doesn't collect the tile.*



ACTION TILES

If you move your piece off an action tile where it was the only piece at the start of your turn, do not collect the action tile. Leave it on the track and carry out the action depicted on it.



GIFT ACTION

You **must** give the top tile of your tower to any other player, who places it on top of their own tower.

Who Gets Your Tile?

- If it's a **minus** tile, give it to the player with the most valuable tile on top of their tower.
- If it's a plus or lucky tile, give it to the player who has the least valuable tile on top of their tower.

Tiles ranked by value:

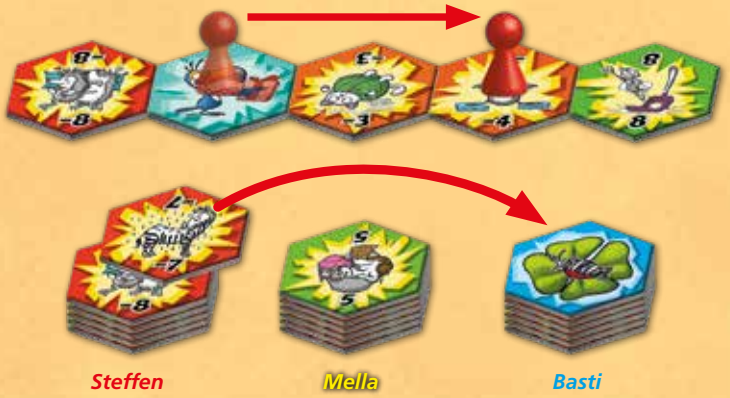


If there's more than one player with the most or least valuable tile on top of their tower, give your tile to the one who's closest to you, going clockwise.

Then, flip the action tile from the Gift side to the Steal side.

Note: If you don't have any tiles in your tower, don't give anything away. You must still flip the tile over.

*Example: Steffen moves a piece that was alone on an **action tile (Gift)**, triggering the Gift action. He gives the top tile from his tower, a **-7**, to Basti, the player who has the most valuable tile on top of their tower.*



*Example: Mella moves a piece that was alone on an **action tile (Gift)**, triggering the Gift action. She must give the top tile of her tower, a **+5**, to Steffen, the player who has the least valuable tile at the top of their tower.*





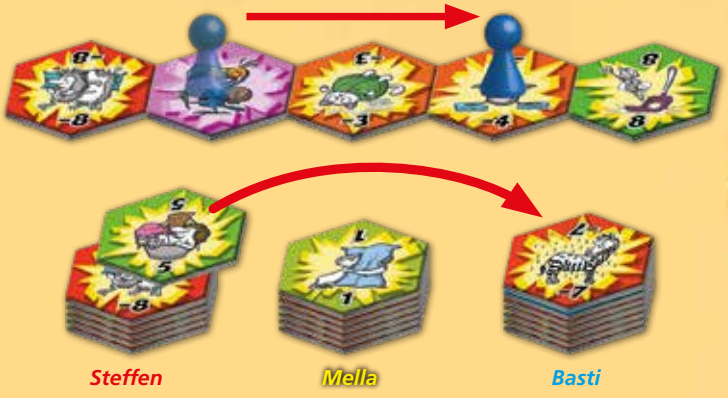
STEAL ACTION

You **must** take the top tile from **any** player's tower of your choice. Take it and put it on top of your own tower.

Then, flip the tile from the Steal side to the Gift side.

Note: If none of the other players have any tiles in their towers, don't steal anything. You must still flip the tile over.

*Example: Basti moves a piece that was alone on an **action tile (Steal)**, triggering the Steal action. He takes the top tile from any other player's tower, in this case, he chooses Steffen's.*



THE FINISH TILE

When you move a piece onto the finish tile, stop there even if you have movement left. A piece on the finish tile can no longer be moved.

If you have moved **all** of your pieces onto the finish tile, your turn will be skipped for the rest of the game, but you can still be given tiles or have them stolen from you.



THE END OF THE GAME

Once all players have reached the finish tile, the game ends. Count the points on the tiles in your tower:

Plus and minus tiles are worth points according to the value printed on them. For each lucky tile in your tower, you may change one minus tile to a plus tile, so it will earn you points instead of losing them. If you have more lucky tiles than minus tiles, the extra lucky tiles have no effect.

Scoring Example:

+6 +1 +8 +5 -2 -2 -1 = 15



The player with the most points wins the game! If there's a tie, the one with fewer lucky tiles wins. If there is still a tie, you have more than one winner.

THE PRO VERSION

SETTING UP THE GAME

- Put out the track as pictured below.
- Place one of the **guards (1)** on each lucky tile and the **+7** and **+8** tiles.
- Put your playing pieces on the start tile and get the die ready, just like in the Base Game.
- Put the action tiles and any pieces you're not using back in the box. You won't need them for the Pro Version.



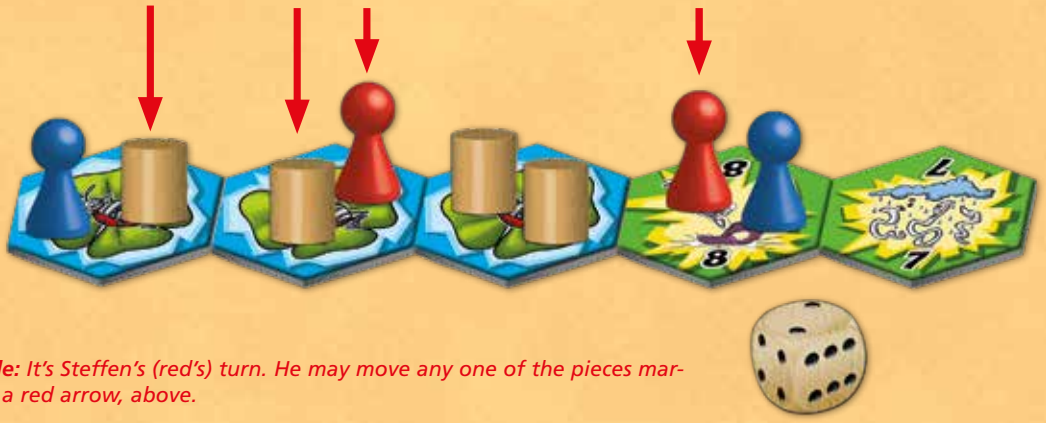
PLAYING THE GAME

Follow the rules for the Base Game. However, instead of action tiles, you now have guards.

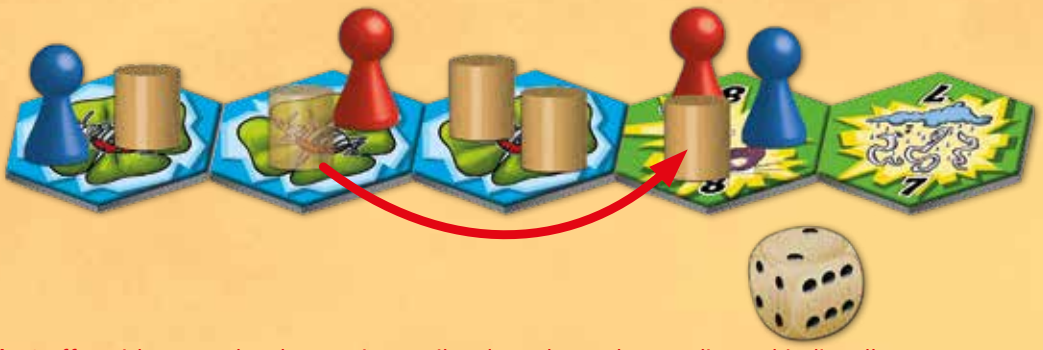
THE GUARDS

Guards are neutral playing pieces that can be moved by any player. When it's your turn, you may choose to move a guard toward the finish tile instead of one of your own pieces, using the result of your die roll. However, you can only move a guard when it's sharing a tile with at least one other piece belonging to any player.

Note: You can't collect tiles that have guards on them.



Example: *It's Steffen's (red's) turn. He may move any one of the pieces marked by a red arrow, above.*



Example: *Steffen picks a guard and moves it two tiles along the track, according to his die roll.*

THE END OF THE GAME

The game ends the same way as the base game.

VARIANTS

Of course, you can combine both versions of the game. For example, you may want to try playing the Pro Version using the action tiles.

The following variant is even more challenging: When you're scoring your tower, lucky tiles **always** affect the tile **directly below** them in your tower. If it's a minus tile, it turns into a plus tile, but if it's a plus tile, it turns into a minus one. If there's a lucky tile on top of another lucky tile or a lucky tile that isn't on top of any other tile, they have no effect.

You have purchased a quality product.
Should you have a complaint, however, please contact us directly.

Do you have any questions? We would be happy to help:

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