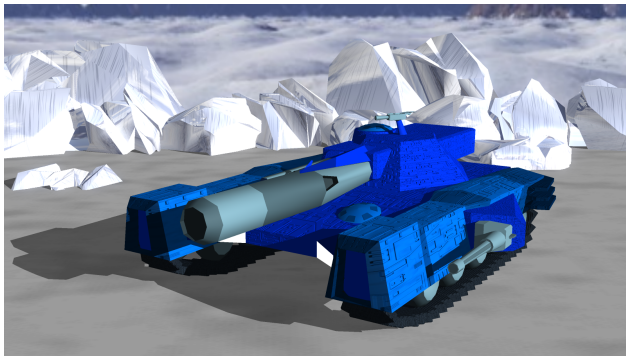


Flick Wars V1.4 - 10/29/13



Background

The planet of Shangri-La is the only planet in the universe discovered to have flick, the most valuable and useful resource in the universe. Of course, every empire in the universe is fighting over it, hence the Flick Wars.

Object of the Game

Each player controls a faction of high-tech units and battles it out on the planet. Using flicking skills, maneuver your troops to destroy the enemy troops before they destroy yours.

Components

- Range Ruler
- Unium Gems (big gem is worth 5 unium, small gem is 1)
- Each faction gets the following in their color::
 - 10 unit cards
 - 1 large base disc
- 8-10 unit discs (depending on the color)

Picture

Name of Unit

Cost/Flicks/Range

Abilities

Basic cards

Unit Class

Flyer
+2 Flicks if this unit starts within 2 Range of a friendly unit or base.

Radar
+1 Range if this unit starts within 1 of a friendly unit or base.

Basic

Air

Blue abilities give more move flicks.

Red abilities give more range.

Green abilities give other powers.

Terms

- Class - There are 3 different classes: Infantry, Tanks, Air
- Type - Each card is one type of one of the different classes of units.
- Disc - One disc with a sticker on it, can be alive (face up) or dead (face down)
- Unit - A disc that is alive (face up, with the image showing)
- Dead Disc - A disc that is face down.
- Supply - A place to store cards and discs that are in the game but not on the table
- Table - The table that is “in play”. (Large tables may have a section of table that is not “in play”)
- Friendly - One of your or your teammate’s units or bases.
- Enemy unit- One of your opponent’s units

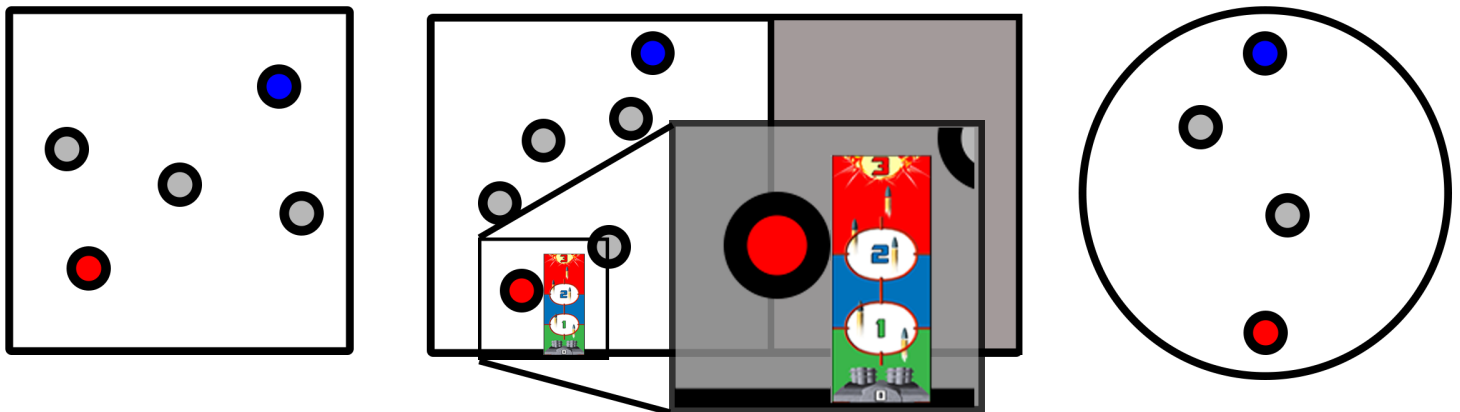
You must follow all the rules unless an ability on a card says differently. Then follow the card.

BASIC - 2 player Game Setup

This is the basic game play. The advanced game adds a few more rules as well as more unit cards for each faction. The rules for the advanced rules and for more players are in the back of the booklet.

Table Setup

Each player takes roughly half of the table as their side. Starting with the start player, place your base on your half of the table, so the base is on the two and three range sections of the ruler of your edge. If you have a large table, you may want to play on only half of the table, calling the other half “off the table”. 3 foot x 3 foot tables are the recommended size, either square or round.



Starting with the start player, take turns placing terrain pieces on the board. Each “half” of the board must have the same number of pieces at the end of placement. If there is an extra piece, put it in the center, between the 2 bases.

What makes a good terrain piece? The box can be flipped upside down to form a large obstacle. You can use glass or plastic cups to form lots of small obstacles. Thick coasters also work well. Each player should roughly place 1-3 pieces of terrain, but feel free to experiment!

Secret Deploy

Take gems worth 30 unium and put them in front of you. Take all of your cards labeled “Basic” and put them in front of you. Put all the other cards in the box, you won’t need them this game. Put the the Basic cards and all your unit discs of

to the side; these form your reserve.

Each unit card represents the stats for the unit discs you have.

Each player secretly buys any 2 units and then reveals at the same time. They then pay the bank the amount of the units they have chosen. The “Cost” value on the unit card is how much unium each unit disc will cost to buy. You can buy two of the same unit or two different units. Each player puts those discs within 1 range of their base.

To figure out who goes first, perform a skill shot. To perform a skill shot, each player takes a disc and shoots from the edge of the table to the other edge. Whoever gets closest to the edge without going over, goes first.

How To Win

At the end of your turn, (after your opponent places any discs that went off the table) if your opponent has no units on the board then you win the game.

Turn Sequence

Each player, one at a time, will take a turn until the game is over.

On your Turn, choose one of the following to do:

- Activate 1 unit
- Take 2 Reposition Actions

First Turn: No one may activate a unit on their first turn

Activating

When you activate a unit, you can take a number of flicks with that unit equal to its flicks value. You must activate a unit already on the table. You may use all the abilities on your card during an activation. Abilities may give you more flicks the start or during your activation. Each flick can be used to move or attack. Make sure to let your opponent know which one you are doing. If you do not specify which one you are doing, it is assumed to be a move flick. Make sure to announce your attacks!

Move Flick

A move flick is used to move your unit around the table. Flick the unit in any direction you want. Moving never kills enemy units. You may hit other units/bases/terrain during your move. You may also flick a unit into another unit to push it.

If for any reason a unit gets turned face down or face up (flipped from its previous orientation) during a move flick, turn it back the way it was. If a unit goes on top of terrain/another piece, the player owning the piece on top must move it to the table, as close as possible to the edge of the terrain/piece where the unit is currently situated.

Going off the Table

When a unit goes off the table, your opponent places the unit back on the table when your turn ends, anywhere they want. When a dead disc goes off the table, just place it in the box out of the game.

Attack Flick

If you are within range of an enemy unit, you may make an attack flick. You may not make an attack flick if you are not within range of any enemy units.

1. Announce that you are attacking and specify the target unit. You can only target a single enemy disc during an attack flick.

2. Flick your disc to hit the enemy disc.
3. If you hit the enemy disc, it is killed. Flip over the enemy disc and leave it on the table.

As long as **your** attacking disc collides at some point during its flick with the **target** disc, the kill is valid. **If the enemy disc goes off the table after being hit, it is still killed and is not added back to the battlefield.**

A Unit may only make one attack flick per turn. As soon as they make an attack flick their turn ends.

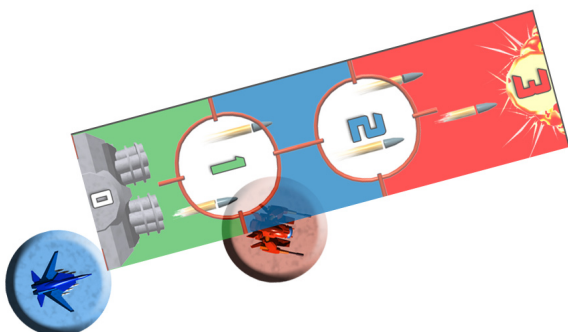
Dead units count as terrain; they are not friendly or enemy units anymore.

Measuring Range

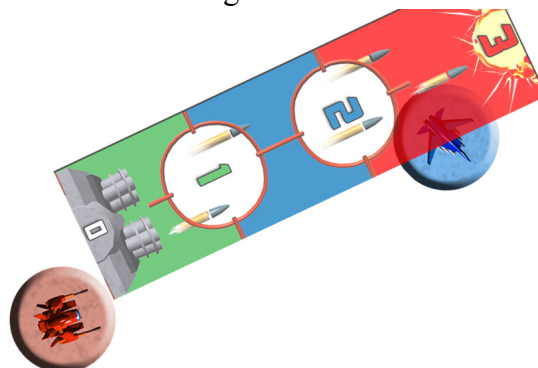
Measure the shortest distance from your unit's edge to the edge of your target's disc. If the range is equal or less than your range, you may attack. You may measure over flat terrain or bases but not terrain taller than the discs (ie, the box lid / upside down cups). The dividing line between two different ranges counts as "in range", so if the unit is on the line, it is in range.

Example:

- If a unit has 1 range, the target must be touching the range 1 line or be in the green section of the ruler.
- If a unit has 2 range, the target must be touching the range 2 line or be in the green OR blue section of the ruler.



**Fighter has 1 Range
-> Can Attack!**



**Mech has 2 Range
-> Cannot Attack!**

Take 2 Reposition Actions

Reposition Actions are:

- Take a move flick with a unit.
- Deploy a unit.

You may pay 1 unium to take an additional reposition action as many times as you wish as long as you have unium gems.

Take a move flick with a unit

Flick one of your units on the board with a standard move flick. This does not count as activation and no powers are used. Ignore how many flicks the unit has on their card.

Deploy a unit

Take one of the available units from your supply and pay its cost to the bank. You may not deploy if you do not have enough money to buy the unit. Put the unit within 1 range of your base.

Ability Clarifications

General Note: Card abilities may negate rules in the rulebook. The rules on the ability always trump the rulebook, if different. If several choices have to be made, the active player chooses first, and in any order he chooses. (Unless an order is stated in the FAQ in the back of the rulebook)

Most units have one or more abilities. These can give the unit more flicks, more range or various other abilities. The ability will say when it can be used. The “During Activation” powers can be used directly after Activation (and start of turn has been resolved), or after any flick, including the unit’s final flick.

Note: Some of these abilities might apply to units not in this set.

Blink - You may pay for this ability as many times during this unit’s activation as you wish.

Drones X - You may use this power at any point during this unit’s activation (right after you activate them or after resolving any flick). If you can place multiple discs, you may place them separately if you want, at different points of the unit’s activation. You CAN use your own discs from the box that aren’t in play. You can also use your dead units from the board or you can even turn over your own units if you want to use them for this power. In short, you may take the discs from anywhere - off the board or on the board.

Energy Drain - Each unit deployed, if they kill a unit, can add only one shield token to this card. Whenever a unit of this type takes a hit, you must remove a shield token if there is one on the card. If there isn’t any on the card, the unit dies.

Launch - This unit may use “if starts within X range” powers after being placed.

Auto-Kill - This attack still uses up a flick even though you don’t actually flick the unit when using this ability.

Quick Fire - For your second attack flick, if you do not have a target within range, you do not get a flick. However, if you do have a valid target, you may use your second attack flick and purposely “miss” if you wish to “retreat”.

Shields X -When first deploying this type of unit, put a number of tokens on the card equal to the shield value (X). Whenever a unit of this type takes a hit, you must remove a shield token if there is one on the card. If there isn’t any on the card, the unit dies. Then again put a number of tokens on the card equal to the shield value (X). For example, you buy 3 units with Shields 2. Place 2 shield tokens on the card. When any of those 3 units take a hit, remove a shield token off the card instead of killing the unit. When there are no more shield tokens on the card and a unit takes a hit, the unit dies and then you put 2 more shield tokens on the card.

Transport - You may use this power at any point during this unit’s activation (right after you activate them or after resolving any flick).

Playing with More People

The following are ways to play Flick Wars with more than 2 players.

Free for All

Setup: Everyone places their base out in front of them in the middle of their section. Make sure a terrain piece is placed between you and your “opponent”.

To Win: Your target is the player to your left. If your target has no units on the board at the end of anyone’s turn, you win. Your opponent is the player on your right. They are trying to eliminate you and will place any units if you knock them

off the table.

Turn Order: Turn order goes clockwise around the circle. Pieces belonging to your target and your opponent are enemy units. All other players' pieces are friendly.

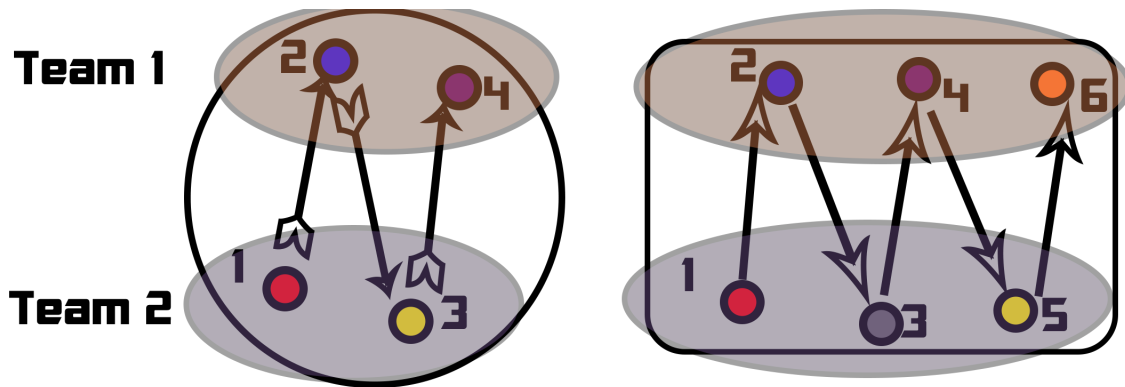
Teams (2v2, 3v3)

Setup: Each team should have an equal number of people. If you have 3 or 5 people, one person should take 2 factions and play them as 2 separate factions on the same team. Teams should sit on one side of the table with their bases spaced out around their half of the table.

Your teammate's units and bases count as friendly. Teammates may give unspent money to other teammates at any time. If a player has no units on the board, they are not considered eliminated. They may bring units in at a later time. Players may choose to pass (by choice, or if forced to, by lack of funds).

To Win: Once the other team has no units on the table, you win.

Turn Order: Turn order goes back and forth between the teams as the arrows show below:



Advanced Play

Use any/all of the following rules for the Advanced game.

Advanced Units

This gives you the option to use all the cards provided in the game (the ones you put back in the box originally).

Take all your cards and sort them by the picture in the upper left corner. Each stack (all the cards with the same picture) represents one class of units. You may only have one card from each stack in play at a time and that card is what the unit discs with that picture will represent for this battle. During "Secret Deploy" at the start of the game, secretly pick any cards you want to start with and then buy 2 of these units as usual.

A third option is available to you when you take Reposition Actions:

Switch Cards and Deploy

If you take this action, put a different card from a stack on top of the stack. This new card is the new unit type for the discs of that type. **IMPORTANT:** To take this action, you must have no units in play that are this type. Then deploy a unit of this type to the table. You must have the funds to be able to deploy this new unit.

Epic Game

Play with 50 unium per player. You may need to get more unium gems from additional boxes of Flick Wars.

Credits

Game Design: Andrew Tullsen & Shaun Austin

Game Art, Graphic Design: Shaun Austin

Lead Playtester: Jonathan Tullsen

Playtesters: Zachary Tullsen, John Laurie, Peter Madsen, Clint Williams, John Rochester, Jonathan Nichol, Clint Herron, countless fans at game conventions and playtest groups!