

Flik

A tabletop game designed by
Ethan Gill and Ryan Harper

Objective

Eliminate all four of your opponent's game pieces.

Game Pieces

Each player builds a unique team consisting of four pieces, one of which must be the *King*. Each character has a unique ability, so choose the remaining three carefully.

Setup

Assemble the board by solving *The Menacingly Mysterious Sixfold Mosaic*. Place *The Sacred Centerpiece* (see below) in the center groove. The *King* must begin in his designated space of royalty. Your three remaining pieces must begin inside the circular indents. A single duel of *Stone Parchment Knives* shall determine the starting player.

Tower

If one of your pieces touches *The Sacred Centerpiece* at any point during your turn, it becomes blessed. Blessed pieces are immune to elimination during your opponent's following turn only. A piece cannot be blessed two turns in a row.

Elimination

Game pieces are eliminated through direct contact with another piece. During your turn, your pieces are invulnerable and operate offensively. During your opponent's turn, pray. Any piece that falls off the board is instantly eliminated, regardless of blessings, magic, or personal optimism. Eliminated pieces should be stored off the board.

Initiating Contact

As the title suggests, pieces may only be moved through the force of a valiant flick. There is no restriction on where a may be conducted. After flicking a piece, your turn ends.

Piece Abilities

Do you remember those orderly rules you just read? Disregard them immediately. All piece-specific rules below take precedence over the general game rules.

King (CROWN) – If the *King* eliminates an enemy, he may invoke his royal entitlement and move again.

Knight (SWORD/SHEILD) – If the *Knight* is carrying his *Shield of Stainless Steel*, he is immune to all attacks but cannot eliminate others. If the *Knight* is carrying his *Sword of Panned Silver*, he is vulnerable to attacks but can eliminate players. You must sacrifice your turn to change the states. You can choose any state to begin the game with. If your *Knight* is your last remaining piece and the *Knight* is carrying his shield, you must skip your turn to

switch states. You cannot switch back to the shield after this.

Wizard (*HAT+BARRIER*) – Cast a spell to summon, or move, a purple/green barrier anywhere on the board. The *Wizard* cannot work with multiple colors, so choose one. Unfortunately, the *Dark Spirits* demand the sacrifice of your turn for each spell. If your Wizard summoned a barrier and later becomes eliminated, you must remove that barrier from the board.

Resurrector (*HAND+COIN*) – If a piece of yours, that is not the *Resurrector*, gets eliminated, you may flip the *Coin of Life*.

Cross → Med school was worth it. Your piece was successfully resurrected. You may place it anywhere on the board. However, you cannot flick it during your next turn. Healing is a process.

Skull → Tough luck. The eliminated piece remains dead, and the *Resurrector* is also eliminated. He died of shame.

Archer (*BOW+ARROW*) – The *Archer* cannot eliminate enemies by contact. Instead, you may sacrifice your turn to shoot an arrow. You must throw the arrow from the corner closest to the *Archer's* position. If your hand hovers over the board at any point during the shot, the *Archer* panics, shoots himself, and is eliminated. After the arrow contacts any surface, it is considered inactive. Active arrows can eliminate any piece except the skeleton.

Alchemist (*FLASK*) – Drink from *The Elixir of Convenience* to swap places with any piece on the board. Sobering up takes time, forfeit your turn.

Princess (*HEART*) – The *Princess* has morals and refuses to eliminate other pieces. If your *Princess* contacts a piece, that piece will fall madly in love with her and go under your command. If the *Princess* is eliminated, any acquired pieces are eliminated by their overwhelming grief. The *King, Priest, Skelton,* and *Princess* will not fall in love with the *Princess*.

Priest (*CROSS*) – Call upon the *Holy Spirits* after contacting *The Sacred Centerpiece*. The spirits bestow their blessings, take another turn or remain safe. The *Priest* has no limit on the number of blessings he can receive unless he is your only remaining piece. Divine favoritism is real.

Skeleton (*BONE*) – The *Skeleton* has no ability. However, he is immune to the *Princess's* and *Archer's* powers.

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