

# FLICK KING

## RULES

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2-4 players  
~30min  
Ages 8+

*Flick your pawns to gather resources, knock other players, and take the crown! Use your resources to unlock more disks to flick in the next round. Build houses on the board to create your economic engine in this 50% skill and 50% strategy flicking game!*

### Objective

Win by having the most points at the end of 6 rounds.



### Set-Up

1. Set the board in the middle of the table
2. Push the mountains into the slots on the board
3. Set the castle walls on the shaded area around the castle
4. Set the crown token in the center board spot marked with a crown
5. Give each player a player board, a set of colored disks, houses and three different colored cubes cubes for your resource track. Set all of these on the corresponding places on your player board and each of the resources to 1.
6. Divide the quests by resource count, arrange each deck with the star count high to low, and deal the topmost card
7. Arrange the King's Favor cards sequentially with round 1 on top and 6 on the bottom.
8. Set the start player marker in front of the player with the last player to flick something.



# Round

## 1) Flick

Player take turns flicking one disk at a time onto the board from behind the white line and in their matching colored corner of the board. Do this until all players have flicked all of their disks.

- Disks flicked off the board are sent to “jail” and returned to players during the “Reset” phase.
- If a player fails to flick the disk hard enough to get it past the white line, they will re-flick the disk.
- Disks will land in various areas and can be knocked off by other players flicking their own disk.
- If there is a dispute about where a disk lands, whoever is wearing the crown (alternatively, start player) decides.



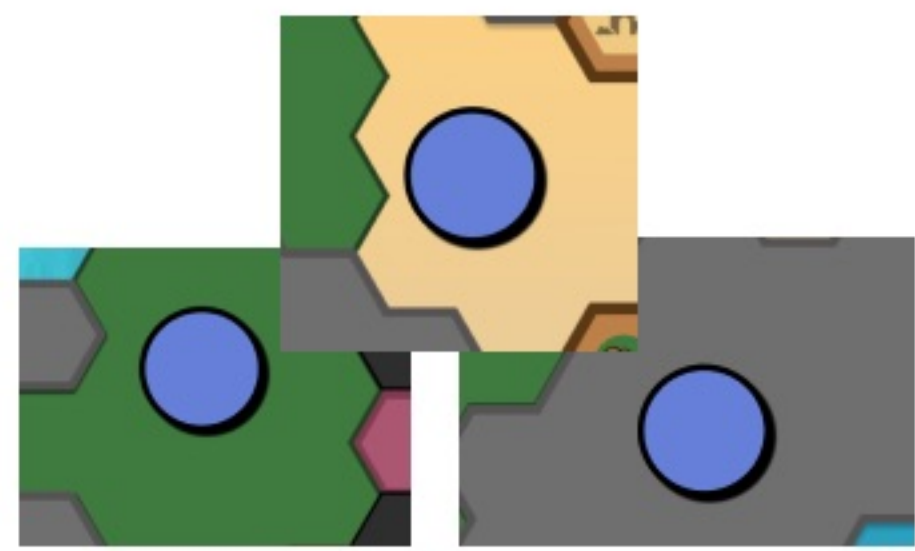
## 2) Gather

All players will now gather all of their disks at the same time, collecting resources, spells, or place houses for their flicked disks in the different board zones.

- Players remove disks and gain resources by increasing their corresponding track. Small disks collect 1, medium disks collect 2, and large disks collect 3 resources.
- If a disk is on the border touching multiple resources, they choose which to take but must take all of a single resource type. However, if a disk is at all touching water or the edge of the board, it does not collect anything and is removed and returned to the player.
- If a disk is in a village, instead of collecting resources, remove the disk and add your topmost house from your player board.
- Players evaluate the villages on the board that are still in the village zones. They then get the corresponding resource(s) for each of their houses and increase the corresponding resource tracks.
- Whoever is wearing the crown claims the topmost king's favor card and sets it face down in front of themselves. If no one is wearing the crown, discard the topmost king's favor card.



## Board Zones



- **Wheat, forests, mountains**- during “Gather” phase, you will take resources for each area.



- **Inside castle** - Draw a spell card. Also, if you manage to touch the crown token in the center, immediately take the foam crown, and put it on your head. Until another person uses a disk to claim the crown, you will gain the round’s King’s Favor card. As a reminder that you have the king’s favor, wear the crown.



- **Rivers** - no resource provided. If the disk is on the border, it counts as being in the river.



- **Villages** - place one of your huts from your player board at no cost.



- **Wizard zone** - when your disk lands in this purple zone, choose 2 resources of your choice, 2 spells, or 1 of each. All spells are one time use that can either give you an advantage or hinder your opponent. When a spell is used, discard it



- **The Crown** - if you hit the crown with the disk any of your disks you may take the crown and wear it, this will earn you bonus points at the end of each round you hold the crown.

## 3) Buy

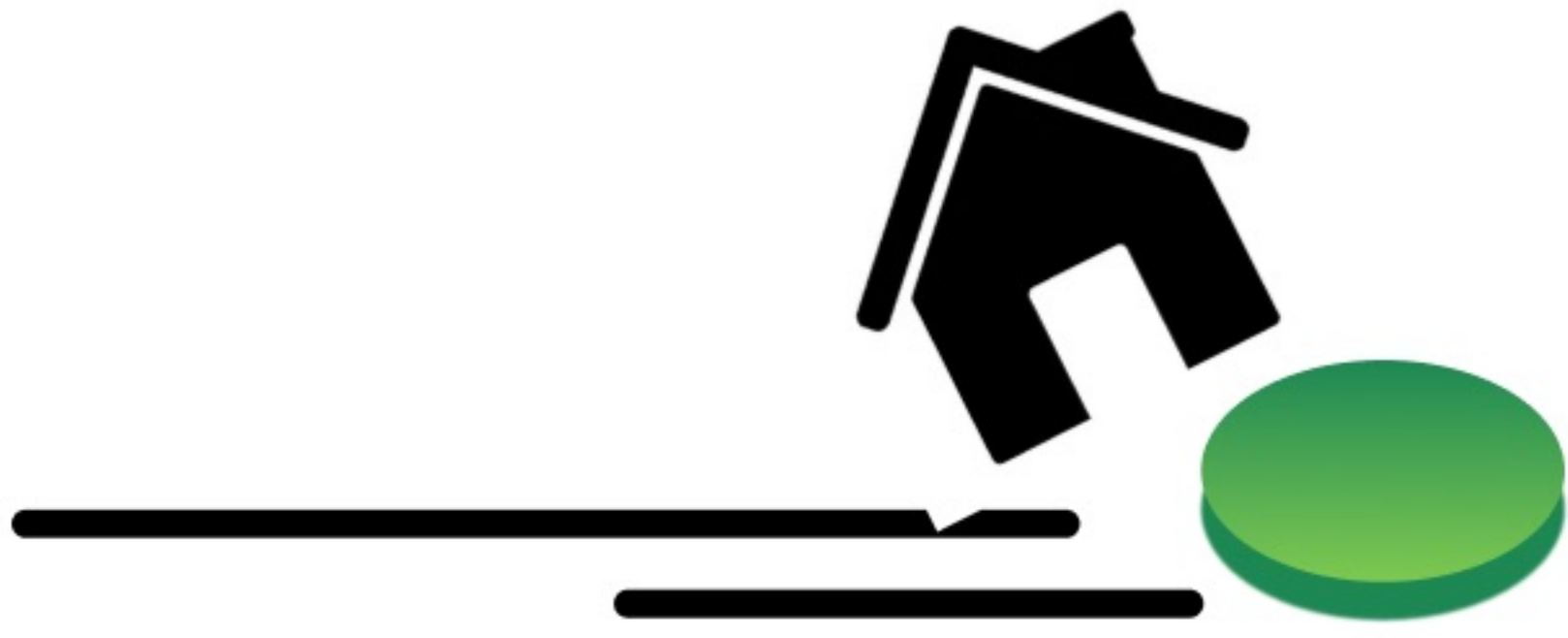
Beginning with the start player, take turns spending resources from their tracks in order to:

- Complete quests by spending the requisite resources. Take the quest card, set it face down in front of you, and draw a new quest card to replace it from its equally valued deck.
- Unlock more disks on their player board by spending resources. These will be used on future turns to collect resources from zones on the board.
- Unlock houses on their player board. Spend 2 of any resource(s) and place the house in a village of your choice that has an empty house spot in it. Unlocked houses will now offer an ongoing benefit however, when placed during the Buy Phase, do not gain you any resources this turn.

Continue until all players have passed in this phase.







## Knocking Off Houses

If a house is ever flicked completely outside of its village border remove it any place it back on its owners player board.

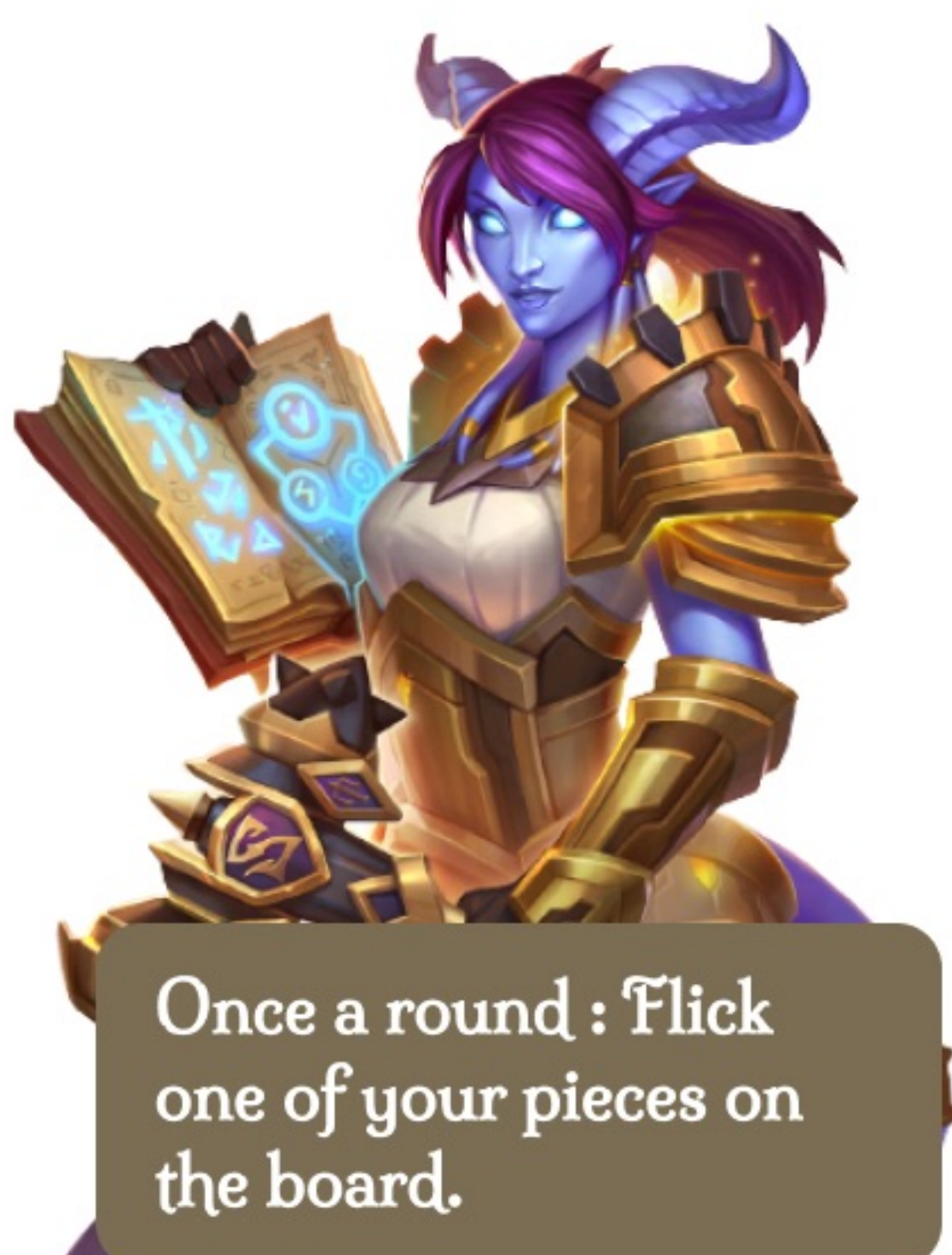


## Spells

Players may play a spell anytime before someone (including themselves) flicks a disk. Discard the spell card and take its effect.

## Special Abilities

Each board has a special ability that player can trigger once per round.



## Winning / End of game

The game ends after the 6th round, all players count up their points for :

- Quest Cards
- Unlocked disks & Houses
- Crown points

The player with the most points win!

*If there is a tie the holder of the crown decides.*