

# Starship Flickers™

## Bounty Hunters Edition



### Bounty Hunter Mode

**MOST WANTED**

**Objective:** Be the first player to collect six bounty rewards.



#### Setup:

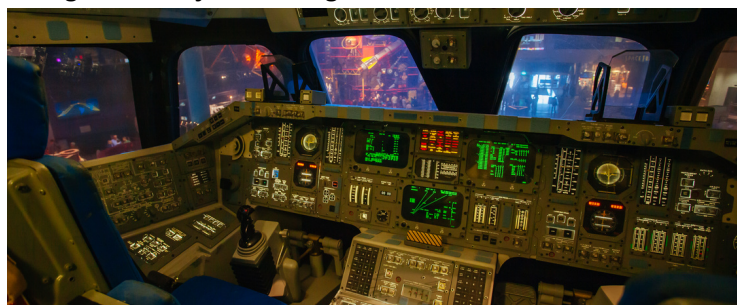
1. Chose one of the two planetary maps and matching spinner. Place the game board in the Battle Boards Arena.
2. Place the sun ring on top of the sun image on the game board.
3. Each player selects a starship disc color and a home base space station. The space station is your starting position on the game board.
4. Players takes TWO starships of their color and place both on their home base space station.
5. Spin the bounty tracking wheel. Who ever it is pointing closest too goes first.

#### Gameplay:

Players take turns in the following sequence:

- **Spinning Phase:** If a bounty is already active skip this step.
  - You must have a ship on your space station at the start of your turn to start a new bounty.
  - The active player uses the bounty hunter spinner to determine the planet of the bounty.
  - A bounty is active until a player returns to their space station and claims the reward, or the player with possession of the bounty hits the sun it is lost forever.
  - If the spinner lands on a space station the owner of the station picks one planet for the active bounty.
  - If the spinner lands on a zone with more then one planet both have active bounties at the same time. They can be collected and turned in together or individually.
- **Flicking Phase:** The player flicks their starship disc across the board. The goal is to land your starship on the assigned bounty planet, collect the bounty, and return to your home base space station before your opponent.
  - If your starship lands on any planet, you do not have to return to your space station. On your next turn you may use the planet to continue the hunt as long as you have not landed in empty space or touched the sun with the ship previously.
  - If your starship lands on an opponent's space station, they get to move your starship to any location on their space station. You lose your next turn.
  - If your starship touches the sun or doesn't land on a planet, you must return it to your space station to resupply. You must make the trip to a planet in one flick.
  - If your starship hits another starship it stays where it lands. If the spaceship has the bounty on board you steal it and can try to return to your space station on your next turn.
  - Any starship holding a bounty will transfer it to any player's other starship when they make contact.

**Winning the Game:** The first player to collect six bounty rewards wins the game. The number of required bounties can be changed before you start a game.



#### Game contents:

- Two deferent Galactic Flickers game mats.
- Two bounty hunter tracking spinners.
- One sun ring.
- Fourteen starship discs.

Scan here to go to [MyBattleBoards.com](http://MyBattleBoards.com)  
Setup, instruction, and gameplay videos

