



Starship FlickersTM

Bounty Hunters Edition



Players: 2



Age: 8+



Play Time: 10 - 15 Min.

Designer: Travis Walters Art: Getty Images

Publisher: Virtual Warehouse ** Better with Battle Boards Arena

World Domination

Objective: Be the first player to establish a thriving space colony on six planets.

Game Setup:

1. Chose one of the two planetary maps. 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 six starships of their color and place one spaceship on their home base space station.
5. Spin the bounty tracking wheel. Who ever it is pointing closest too goes first.

Main Gameplay: Players take turns in the following sequence:

- **Flicking Phase:** The active player flicks their starship disc across the board. The goal is to land your starship on a planet, collect resources, and create a supply chain to your home base space station.
 - If all of your starships are on planets place a new ship on your space station at the start of your turn.
 - If your starship lands on a planet, you create a supply chain to your home base space station. Both players can be on the same planet at the same time. If you already have a ship on the planet you can decide what one to keep on planet. The other must return to the space station.
 - If your starship lands on an opponent's space station, they get to move your starship to any location touching their space station. You lose your next turn.
 - If your starship touches the sun or doesn't land on anything you must return it to your space station to resupply. You must make the trip to a planet in one flick from your space station.
 - If your starship knocks another starship off of a planet it stays where it lands unless you are retuning to the space station or hit the sun first. In this case your opponent can place their spaceship anywhere they want back on the same planet. Your ships remain where they land.

Winning the Game: The first player to have six planets connected to their home base space station wins the game.

Game contents:

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

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