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*Flick 'em
UP!*

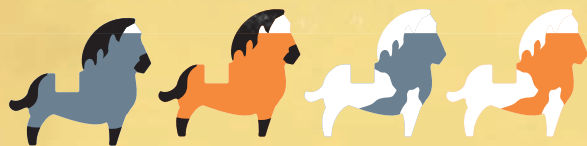


Stallion Canyon

*Scenario
booklet*



A cowboy without his horse ain't a real cowboy. This expansion introduces horses and other new pieces that'll have you visiting brand new towns in the wild west of Flick 'em Up! Giddy up cowboy!



4 horses (2 wild bay, 2 blue roan)



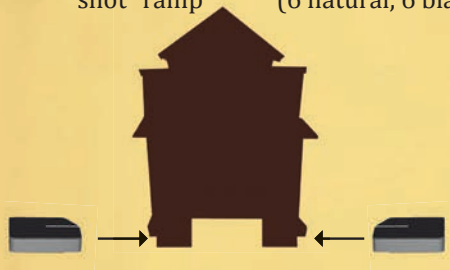
1 wooden "high shot" ramp



12 elastics (6 natural, 6 black)



2 cardboard lassos



8 support blocks (for buildings and canyons)



2 Canyons



1 Stable



1 Outlaws' hideout



2 cowgirl pawns (1 natural, 1 black)



2 Cowgirl tiles



4 "not allowed" tokens



6 horse tokens



10 lasso tokens



2 fire tokens



1 "heads or tails" coin

This scenario booklet with 3 practice fields and 5 scenarios.

We recommend that you store the components of this expansion in the box for the Flick 'em Up! base game. You can use the canvas bag to store all the wooden pieces (cactuses, barrels, horses, etc.)



Stallion Canyon



In this booklet, you will find a brand new game mode, the Practice Field, that will allow players to familiarize themselves with the new elements of the game before discovering the new scenarios.

Pages 20 to 22 explain the new rules introduced in this expansion. Each rules icon with a purple background indicates that it is a rule from this expansion. Whenever you see one of these, make sure you read the appropriate rules before beginning the game.

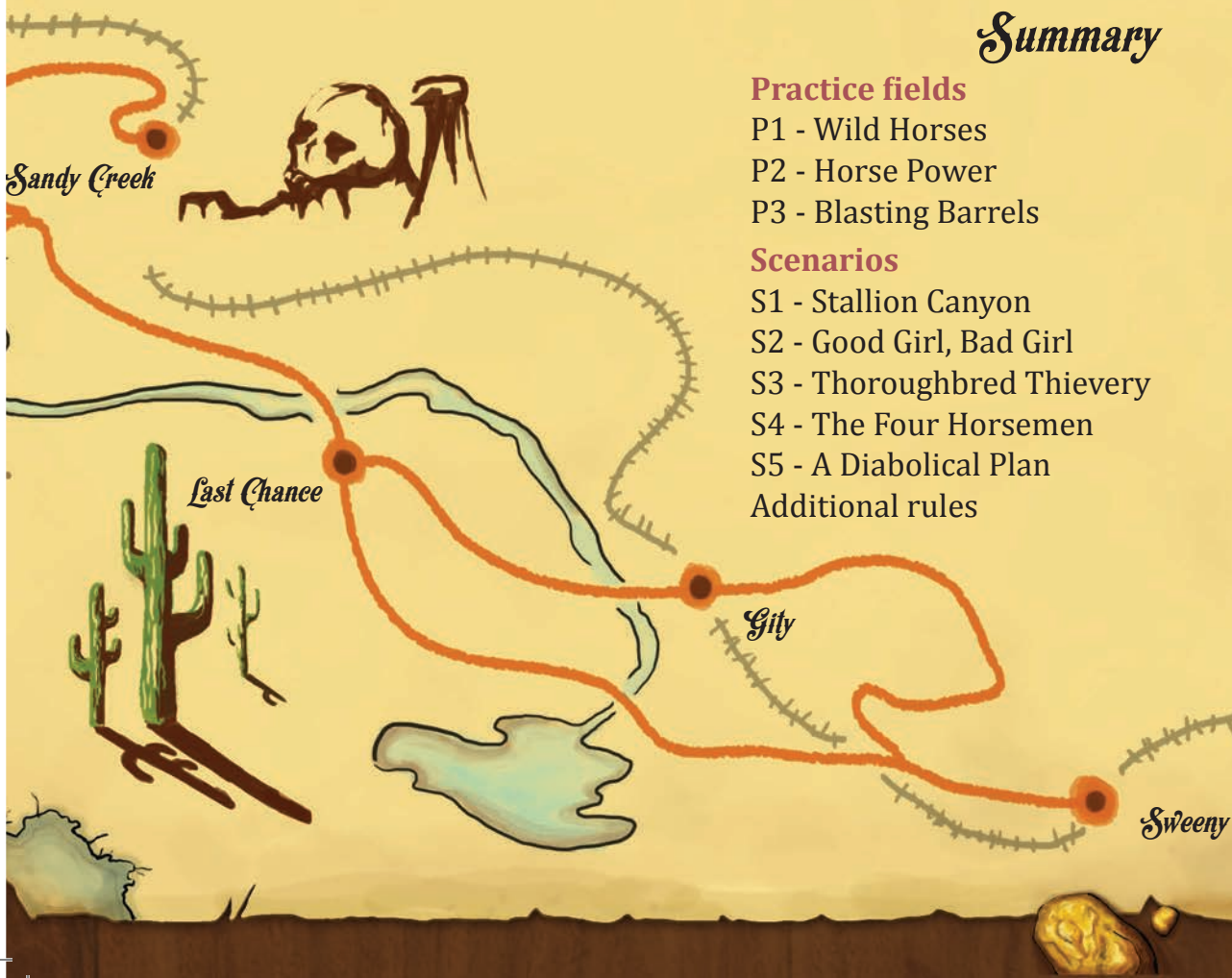
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Wild Horses

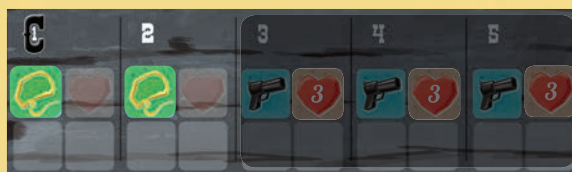
Practice Field 1

Catching wild horses is somewhat of an art form. To do it, you need to approach the steed in silence and throw your lasso at just the right moment. Precision and finesse will be your two greatest allies. Here is a competition that will teach you the basics.

Objective

Both teams

The team that catches the most wild horses by the time the clock strikes midnight wins.



In this practice scene, the cowboys do not have colts. Lasso tokens are placed to cover the colts printed in the cowboys' inventories. Setup is completed by flicking the horses between the two canyons. Each horse must stop within the area designated by the four tumbleweeds. If a flicked horse does not stop in this area, pick it up and flick it again. Once all horses are in the designated area, place them on their hooves, without changing their direction.

- **The starting clan is decided by calling heads or tails and flipping the included coin.**
- Every time a cowboy catches a horse, place a life point token in that cowboy's inventory. In this practice mode, the life points represent victory points.

IMPORTANT: *Whenever a horse is caught, it is set to the side. Once all horses have been caught, the game is paused and the field must be setup again. Return the cowboys to their initial starting positions, and proceed in flicking the horses through the canyon (according to the rules of the original setup). Once this setup is complete, resume the game.*

Game End

The game ends when the clock strikes midnight. Whichever team has collected the most life points is the winner. In case of a tie, play for another hour on the clock.

Practice Field

Additional rules

p. 20-21



Clock: set to 6:00.

Hats: red side up.

5



Horse Power

Practice Field 2

The horses allow cowboys to quickly cover great distances. In order to make the most of these powerful allies, you will need to learn how to efficiently mount and dismount. This mini-game will help you master these important techniques.

Objective

The laumen

Bring 4 sacks of gold to the Sheriff's office.

The outlaws

Bring 4 sacks of gold to the Outlaws' hideout.



- In this practice scene, the cowboys do not have colts.
- The table is separated in two so each clan has their own path. The canyon is placed between the teams' starting buildings and the buildings where the gold is located (Bank, General Store).
- The cowboys may not cross the invisible line indicated by the fences.
- The starting team is decided by calling heads or tails and flipping the included coin.

Game End

The game ends when one of the teams has completed the objective. If neither team has completed the objective by the time the clock strikes midnight, the team with the most gold in their starting building wins.

Practice Field

Additional rules

p. 20, 22



Clock: set to 3:00.

Hats: blue side up.

Canyon: may only be crossed on horseback.

7



Blasting Barrels

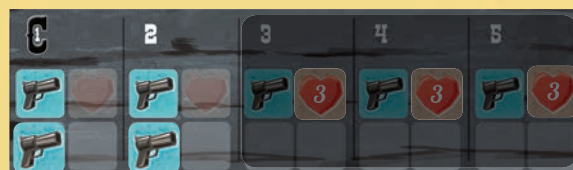
Practice Field 3

The high shot allows cowboys to shoot other cowboys off their horses. The high shot requires great skill and cold blood. This mini-game will help you learn how to use the high shot ramp by shooting at barrels.

Objective

Both teams

The team who shoots the most barrels by the time the clock strikes midnight wins.



In this scene, each cowboy has 2 colts. The starting team is decided by calling heads or tails and flipping the included coin.

- Each time a cowboy succeeds in shooting a barrel so that it falls over, they receive a life point token, which is placed in that cowboy's inventory. If a cowboy shoots a barrel located in the back row, they receive two life point tokens instead of one. In this practice mode, the life points represent victory points.

IMPORTANT: *Once all barrels have been shot (are on their sides), stand them up and place them in their original starting positions. Return the cowboys to their starting positions as well.*

- The cowboys may not cross the imaginary line indicated by the fences.
- The cowboys may not shoot at each other.

Game End

The game ends when the clock strikes midnight. The team with the most life points in their inventory wins. In case of a tie, play for another hour on the clock tower.

Practice Field

Additional rules

p. 21



Clock: set to 6:00.

Hats: red side up.



Stallion Canyon

Scenario 1

A pack of wild horses has been spotted in the valley on the other side of the canyon. Everyone wants to be the first to get their hands on these beautiful beasts. Whether you lasso yourself or steal them from the other team makes no difference. A horse is a horse, of course.

Objective

Both teams

The first team to bring 2 horses to the pen wins.



- Once a horse has been moved to the pen, it remains there for the rest of the game. The cowboy that moved the horse into the pen is placed just outside the pen and forfeits any remaining actions to end his turn immediately.
- In this scenario, horses may be stolen.

IMPORTANT: *The use of firearms in the valley where the wild horses roam is forbidden. The valley is a sacred place that is respected equally by all cowboys, good or bad.*

Game End

The game ends immediately if one of the two teams completes their objective. If the clock strikes midnight, whichever team has the most horses in the pen wins. If there is a tie, whichever team brought the first horse to the pen wins.

Silverado Canyon

Additional rules

p. 20-22



Clock: set to 6:00.

Hats: red side up.

Canyon: may be crossed by foot or by horse.



Good Girl, Bad Girl

Objective

Both teams

The woman who succeeds in handing the document over to the lawyer first wins.

Scenario 2

A profound disagreement arises between the two daughters of the late Big Sam MacAdam. Being so different, they've joined separate sides of the law, each hoping that their side will help them become the sole owner of the lucrative ranch. Their goal is to be the first one to have a lawyer to authenticate the document certifying their ownership.



- The lawyer is placed next to the stable on the other side of the canyon. This figure is neutral and may not be played in this scenario.
- Mix 1 document token with 2 colts, 2 life points and 3 “not allowed” tokens. Place 2 tokens facedown in each of the following buildings: Sheriff’s Office, Saloon, General Store, and Bank.
- Each team begins with two domesticated horses. In this scenario, horses may not be stolen.
- The MacAdam girls start on horseback, with a Winchester in their inventory.

IMPORTANT: *In this scenario, the rules for “Giving to an accomplice” apply to all figures, neutral or otherwise. It is even possible to give a token to a cowboy on a horse.*

Game End

The game ends immediately if one of the MacAdam girls gives the document to the lawyer. Otherwise, the game ends when the clock strikes midnight, in which case, the team currently in possession of the document wins.



Clock: set to 6:00.

Hats: red side up.

Canyon: may only be crossed on horseback.





Thoroughbred Thievery

Objective

The lawmen

Bring 4 horses to the pen next to the Sheriff's office.

The outlaws

Bring 3 horses to the pen next to the outlaws' hideout.

Scenario 3

Four horses need to be transferred from the Butch Hutchinson's stable to the Sheriff's office in Sandy Creek. These four prized stallions are among the most beautiful in the county. If the Cooper clan catches wind of the fact that they're being moved today, you can count on them trying to foul things up.

★	2	3	4	5
🔫 3	🔫 3	🔫 3	🔫 3	🔫 3
🐾	🐾	🐾	🐾	🐾

🔪	🍷	2	3	4	5
🔫 3	🔫 3	🔫 3	🔫 3	🔫 3	
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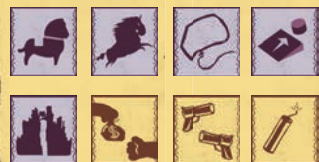
The four horse figures are placed behind the stable with their front legs positioned on one of the building's support blocks. These horses are considered to be in the stable.

- As long as there are horses in the stable, any cowboy that performs a move action to leave the stable immediately takes one of the horses in the stable and mounts it at the position of the movement disc. That cowboy immediately performs a second movement, as they are riding a horse.
- When a cowboy riding a horse enters a pen (the sheriff's or the outlaws'), place a horse token in the pen and return the actual horse figure to the stable. The horse token remains in the pen to indicate how many horses have been returned so far.
- The cowboy who brought the horse to the pen is placed next to (on the side of the player's choice) the pen and forfeits any further actions, thereby ending his turn immediately.
- If dynamite is thrown into the stable, it explodes and a fire starts. Place a fire token on one of the stable's support blocks. This token remains there until the end of the game. Any horses inside the stable are immediately flicked out of the building, making sure that they don't cross the canyon line. All horses flicked out of the stable should then be stood up and have their bridles removed. They are now wild horses which must be caught before they can be taken to a pen.
- From now on, any horse that should be placed inside the stable is flicked out the front door, and stood up without a bridle instead.
- In this scenario, horses may be stolen.

Sandy Creek

Additional rules

p. 20-22



Clock: set to 4:00.

Hats: red side up.

Canyon: may be crossed by foot or by horse.

Game End

The game ends immediately if either team completes their objective. Otherwise, the game ends when the clock strikes midnight. Whichever team has the most horses in their pen wins. In case of a tie, the outlaws win.

The Four Horsemen

Scenario 4

The four horsemen of the Cooper clan rode into the center of town and are fixin' to burn the place to the ground. One of the townsfolk is going to have to steal a horse and hightail it through the canyon to get help.

Objective

The laumen

Mount one of the outlaws' horses and cross the canyon.

The outlaws

Kill 3 of the townsfolk.



- In this scenario, horses may be stolen.

IMPORTANT: All buildings are barricaded and may not be entered.

Game End

The game ends immediately if one of the teams completes their objective. Otherwise, the game ends in favor of the outlaws when the clock strikes midnight.

Last chance

Additional rules

p. 20-22



Clock: set to 6:00.

Hats: red side up.

Canyon: may only be crossed on horseback.



A Diabolical Plan

Scenario 5 (playable on 2 tables)

Rumor has it that the Cooper clan has been planning something. Something real big! If the sheriff wants to stop the big plan the Cooper clan is cooking up, he and his crew are going to have to grab both the secret message and the second document that decodes it. The dastardly Cooper clan is even carrying decoys. Those crooks have thought of everything.

Objective

The lawmen

Bring the 2 documents to the Sheriff's office.

The outlaws

Bring the 2 documents to the Outlaws' hideout.



Table 1



- Place a canyon on each of two tables. They are used to travel from one town to the other.
- The outlaws place 6 tokens facedown: 2 document tokens and 4 “not allowed” tokens (which are used to bluff as documents). The outlaws choose 1 of the 6 tokens to place it facedown in the inventory of whichever outlaw is chosen to start on horseback. The 5 other tokens are placed facedown in the Saloon. They remain facedown until the end of the game, regardless of whether they are in a building or in a cowboy’s inventory.
- When an outlaw chooses to take a token from the Saloon, he may look at and choose from any of the available tokens. Conversely, when a lawman chooses to take a token from the Saloon, he does so randomly, according to the normal rules. If the lawman obtains a “not allowed” token, that token is simply removed from the game.
- Players may always look at the facedown tokens that are in their team’s inventory.
- In this scenario, horses may not be stolen.

Sweeney

Additional rules

p. 20-22



Game End

The game ends immediately if one of the teams completes their objective. Otherwise, the game ends when the clock strikes midnight: if the lawmen are in possession of both documents, they win. Otherwise, the outlaws win.

Table 2

Clock: set to 4:00.

Hats: red side up.

Canyons: may only be crossed on horseback.

Sweeney



- Additional rules -



Wild horses

- Do not have a bridle (elastic).
- May only be captured with a lasso.
- A wild horse rears if a cowboy comes too close (within the distance of one horse length). Stand the horse on its hind legs and tail (it is now more difficult to catch). The horse returns to standing on four legs the next time it moves or if it is caught.
- Each time the clock moves forward an hour, the wild horses trot (move forward one horse length). If a horse encounters an obstacle, it turns around (180 degrees) and completes its remaining movement, if any.



Domesticated horses

- Have a bridle (elastic), which they keep even when there is no cowboy riding them.
- May not be mounted by a cowboy of the other team.
- May be stolen by the other team.

MOUNTING AND DISMOUNTING:

- A cowboy may spend an action to mount or dismount a horse wearing a bridle in his team's color.
- These actions are similar to entering and exiting a building.
- To mount a horse, choose the move action and flick the movement disc through the legs of the horse. The mount is successful if the movement disc passes through the horse's legs, or if any part of the movement disc lies between the horse's legs. The horse is then placed underneath the cowboy who caught it in whichever orientation the player chooses.
- To dismount a horse: place the movement disc to one side of the horse (player's choice) and flick it through the horse's legs. The dismount is successful only if the movement disc passes through the horse's legs entirely and .

MOVEMENT ON A HORSE:

- Movement on a horse is identical to normal movement. However, each time you choose the move action while on horseback, you perform two successive movements for the cost of one action.





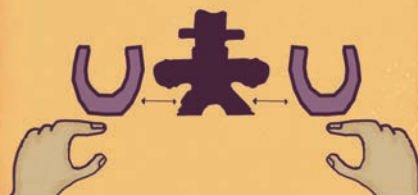
Lasso

- A cowboy may spend an action to throw the lasso to catch a wild horse. In certain scenarios, it is sometimes allowed to use the lasso to steal one of the other team's unmounted domesticated horse.
- Place the lasso to the left or right of your cowboy at the distance of one bullet and flick it.

YOU SUCCEED IN CATCHING THE HORSE if any part of the horse's legs is positioned in the opening of the lasso while the horse is still standing, and the lasso did not hit any other game piece during its movement.

If the captured horse was wearing a bridle in another team's color, carefully remove it.

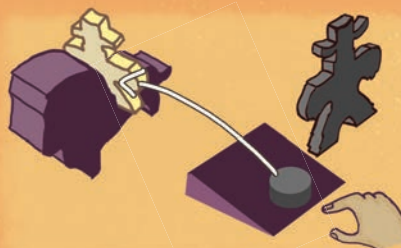
The player then places a bridle (elastic in his team's color) around the neck of the horse to indicate that the horse is now **domesticated** (p. 20). The horse is then placed underneath the cowboy who caught it in whichever orientation the player chooses.



High shots

- The high shot ramp must be used anytime a cowboy wishes to shoot at a cowboy on horseback.
- Place the high shot ramp to the left or right of your cowboy at the distance of one bullet. Then place the bullet anywhere on the ramp and shoot according to the normal rules.

- A high shot is successful if the horseman falls off his horse.
- To combine the Winchester and the high shot, simply place the Winchester barrel on the high shot ramp and flick the bullet as normal.
- Horses do not have life points and are not affected by bullets. If a horse falls, simply stand it back up.





Canyon

- Passage through a canyon allows cowboys to travel the great distance between one location and another.
- When two locations are separated by a canyon, the only way to travel to the other location is through the canyon. Traveling around the canyon is forbidden.
- To traverse the canyon, a cowboy must successfully flick a movement disc through the support blocks of the canyon.

If the movement disc passes through the support blocks completely, the canyon has been crossed, and the player's turn continues as normal.

If any part of the movement disc stops between the two support blocks, the cowboy is considered to be in the canyon. Place the cowboy's pawn on one of the support blocks to mark that it is currently in the canyon. During a later movement (which may be during the same turn), a player may complete the movement through the canyon by placing the movement disc on one side and flicking it through to the other.

- There is no limit to the number of cowboys that may be in the canyon.
- Duels are not permitted in the canyon. The Shoot action is not permitted from inside the canyon.
- Certain canyons may only be traversed on horseback. Each scenario featuring a canyon will indicate how the canyon may be traversed in that scenario.



Towns on Two Tables

- The 2 canyons in this expansion allow 2 separate towns to be placed on 2 separate tables.
- Entering the canyon on one table allows the cowboy to exit the canyon on the other table.
- After successfully moving through one canyon, you immediately move through the canyon on the opposite table (this additional flick does not cost an action).

Note: If you don't have a second table, you may simply place the two towns on the same table separated by a canyon.

Credits

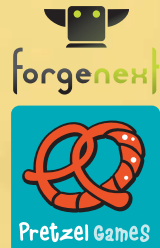
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Very special thanks to Adam Marostica for the English text and his help throughout the writing of these rules.

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