

SHERIFF JEAN-YVES MONPERTUIS
DEPUTY GAËTAN BEAUJANNOT

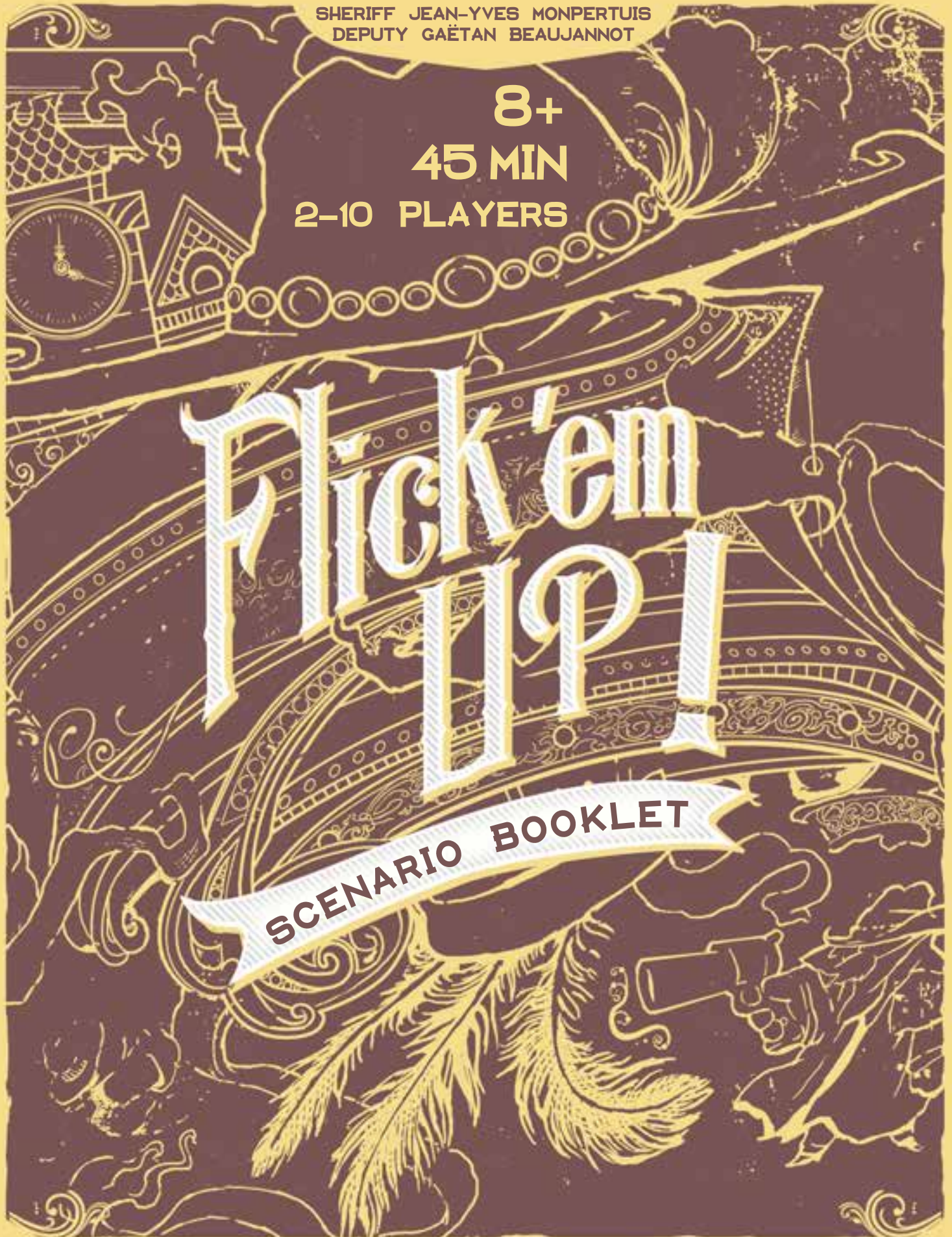
8+

45 MIN

2-10 PLAYERS

Flick'em HPI

SCENARIO BOOKLET



The Scenarios

This booklet includes 10 original scenarios that you can play and replay just as they are written, or with your own personal touch. Each one presents a new town of the wild west, and a new rootin' tootin' adventure to discover. Whether it's a bank robbery, a duel, or a damsel in distress, each adventure promises action worthy of your favorite Western flick (get it?). If this is your first time exploring the wild west, we suggest starting with the first scenario, and proceeding from there. If you're an experienced gunslinger, Flick 'em up! has everything you need to start creating your own cities and scenarios!

We invite you to share your scenarios, cities, and other ideas with us at this address: info@pretzelgames.com

Each scenario includes the following information:

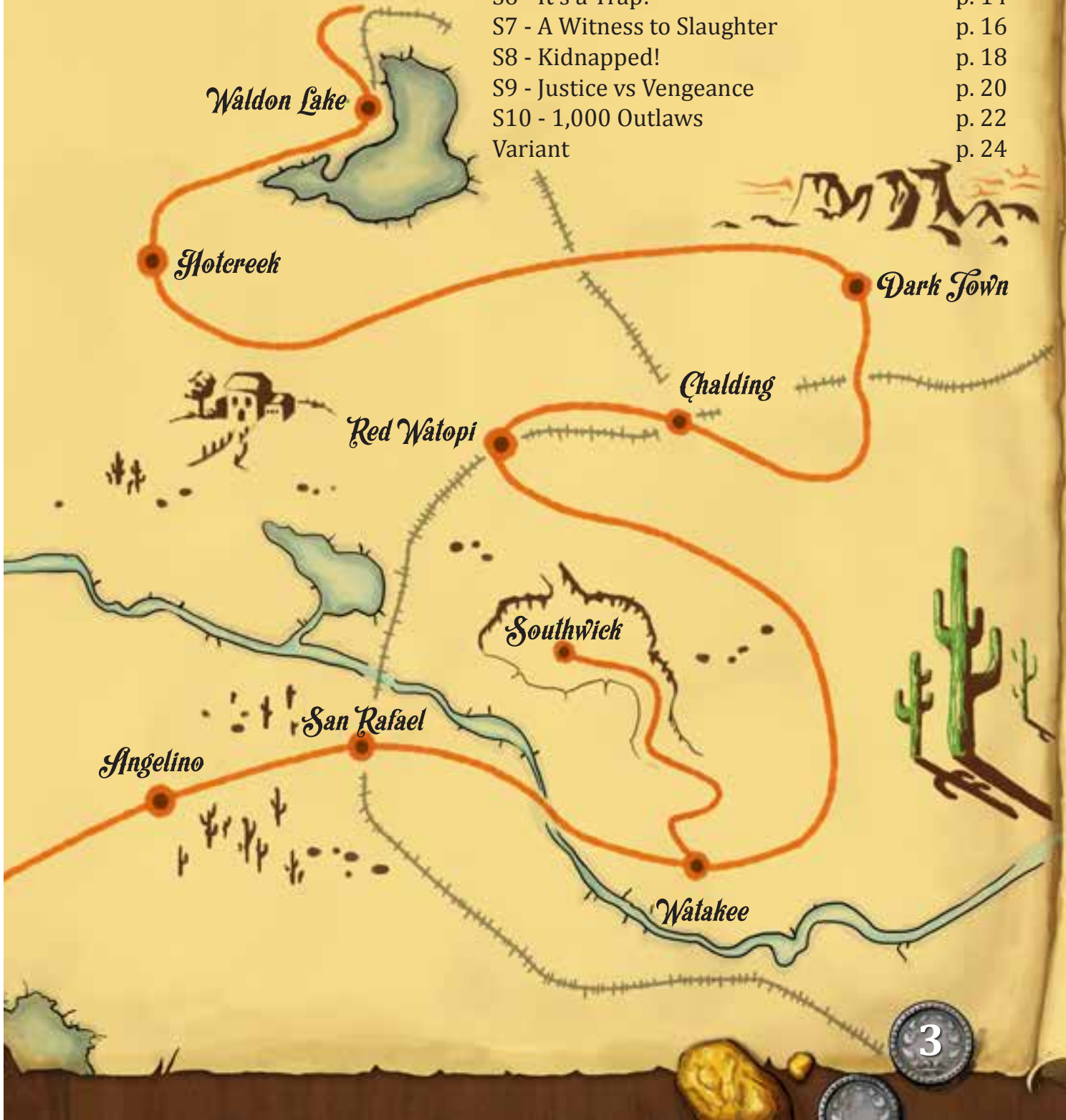
- The story behind the scenario
- Each team's objective
- The map of the city where the action takes place
- Placement instructions for game pieces
- The number of hit points of each cowboy / neutral figure
- The hour to which the clock should be set
- Game end conditions
- Additional rules for the scenario

We suggest you pay special attention to the additional rules introduced in these scenarios, as they add to those provided in the rules booklet. We also suggest playing the scenarios in order, as the later scenarios use rules that are introduced in the earlier ones. Each additional rule has an associated symbol that will indicate in later rounds whether or not that rule is required.



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Gunfight at Waldon Lake

Scenario 1

The outlaws of the Cooper Clan turn up in town. The Sheriff and his lawmen have prepared those rascals a mighty cold welcome. The reputation of the Cooper Clan precedes them: wherever they go, they leave an awful mess behind. The Sheriff invites them to leave town without no fuss, but the Cooper clan don't seem to be listenin'. Tensions rise and a fight breaks out right in the middle of town!

Objective:

The lawmen

Kill 3 outlaws.

The outlaws

Kill 3 lawmen.



Clock: set to 6:00.
Hats: red side up.



Scenario specific rules

All buildings are barricaded. Building entry is forbidden.

Game end

The game ends immediately if one team loses a third cowboy. Otherwise, the game ends when the clock strikes midnight. The team with the most surviving cowboys wins. In case of a tie, the team with the most hit points remaining wins the game.



Duel at Hotcreek

Scenario 2

The town is suffering from a difference of opinion. Most of the townsfolk stand behind the Sheriff, who has started cracking down on the Cooper Clan. However, there are some who side with the leader of the clan, the fearsome Big Daddy Cooper. Fortunately, some of the boys in the Cooper Clan think the plan that Big Daddy Cooper has cooked up goes too far, and have warned the Sheriff of imminent danger. Big Daddy Cooper has decided to take out the Sheriff when he arrives home alone later this evening.

Objective:

The lawmen

Take out Big Daddy Cooper.

The outlaws

Take out the Sheriff.



The lawmen

The Sheriff starts with a Colt token in his inventory, and is placed in front of the Saloon.

End of game

The game ends immediately if one of the teams completes their objective. Otherwise, the game ends when the clock strikes midnight. If the Sheriff and Big Daddy Cooper are both still alive, they engage in a final duel. The team with the initiative token shoots first.

- Additional rules -



Duel

IMPORTANT: For this scenario and other scenarios where duels are allowed, the players must reserve an area of the playing space to resolve duels.

When at least two cowboys of opposing teams occupy the same building, there is a duel. The two dueling cowboys are placed facing each other on opposite ends of the reserved space (see image below).

The player who entered the building last shoots first. If he misses, his opponent moves his cowboy forward (the width of the movement disc) and shoots back. The players take turns advancing and shooting until one of the two cowboys is hit.

When a cowboy is hit:

- That cowboy loses a hit point. If this causes the cowboy to lose his last hit point, it is removed from play according to the rules in the 'Shoot' section.
- The player who won the duel places the opposing cowboy behind the building and flicks it through the support blocks (remove and replace the cowboy's hat before and after the flick, respectively). That cowboy is knocked over.
- The game continues as normal.



Duels with more than two cowboys:

The above rules apply, except all cowboys of the same team advance and shoot one after the other before the opposing cowboy may shoot again. The duel ends when only one team remains in the building.

The Robbery

Scenario 3

The Cooper Clan is at it again. This time, they done stole some cows from a farm just outside of Dark Town and sold them for a pretty penny before the Sheriff could catch them red-handed. But, them Cooper boys are greedy. Foolish, too. They stop at the saloon in Dark Town for a beer, one thing leads to another, and before you know it they've decided they're going to rob the town's bank. The Sheriff and the folks here in Dark Town aren't gonna let them get away with it that easy. Their guns are locked and loaded... with justice!

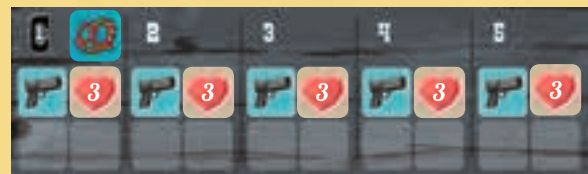
Objective:

The lawmen

Have 7 sacks of gold stored at the Bank.

The outlaws

Have 7 sacks of gold stored at the Saloon.



Dark Town

Additional Rules

Clock: set to 5:00.
Hats: blue side up.

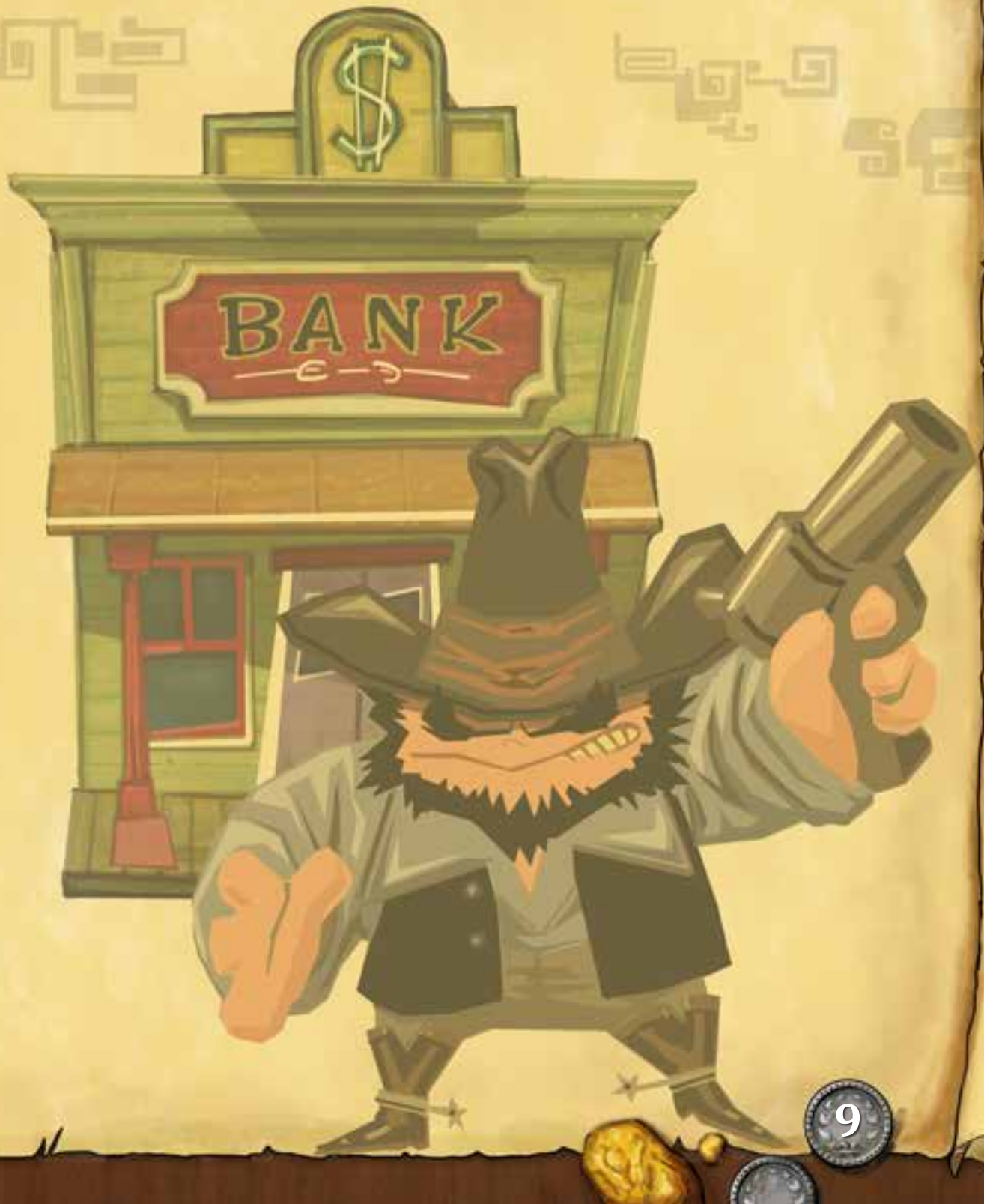
5x

5x

8

Game end

The game ends immediately if one of the teams completes their objective. Otherwise, the game ends when the clock strikes midnight: the team with most gold stored wins. In case of a tie, the team with the most gold being carried by their cowboys wins.



Chalding's Gold

Scenario 4

The stagecoach is carrying a mighty nice pile of gold to Chalding. The remaining members of the Cooper clan have joined a band of outlaws in the mountains and the townsfolk of Chalding fear there could be an attack any day now. The Sheriff, as clever as he is handsome, has decided to hide Chalding's gold in various buildings around town, instead of keeping it all in one place. The Sheriff and the braver townsfolk are taking turns watching the bank for any suspicious activity, but Ol' Pat has fallen asleep at the job! He wakes up a full hour after the Cooper Clan arrives in town. Hurry up, Sheriff! You've got your work cut out for you!

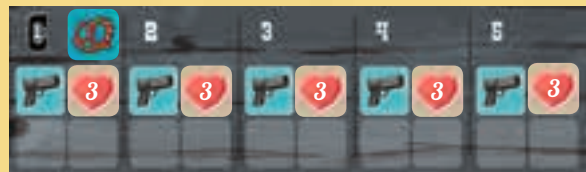
Objective:

The lawmen

Prevent the outlaws from completing their objective.

The outlaws

Have all 5 sacks of gold in the hands of outlaws situated outside of town.



Clock: set to 5:00.
Hats: Outlaw hats are **blue** side up; lawmen hats are **red** side up. The lawmen will not play during the first hour.



The outlaws

Two neutral cowboys (pink and blue) are placed outside of town, as depicted above. They are not played during the scenario. They are accomplices waiting outside town for the gold to be delivered.

Important: The outlaws may not perform the Shoot action during the first round.

The lawmen take 15 tokens

5 sacks of gold, 5 hit points, 3 colts, and 2 dynamite. The first player of the lawmen splits these tokens into 3 piles of 5, in the configuration of his choice. Place one pile in the Town Hall, the Bank, and the Saloon.

Game End

The game ends in favor of the outlaws if they complete their objective. The game ends in favor of the lawmen if the clock strikes midnight.

- Additional rules -



Dynamite

Place the octagonal dynamite cylinder (standing as depicted) next to the cowboy using the dynamite as you would for a shoot action. The player throws the dynamite by flicking it. At the end of the dynamite's movement, it explodes, inflicting damage to any cowboy, object, or building within the blast range of the dynamite (the width one movement disc). Objects in the blast range are removed from the game. Cowboys in the blast range lose 1 hit point, and are knocked over (until they take their next action). Cowboys occupying a building in the blast range lose 1 hit point, and are placed in front of either of that building's support blocks, knocked over (until they take their next action).

The dynamite is then removed from the game.



- Additional rules -



Give to an accomplice

A cowboy within the width of one movement disc of a neutral figure may spend an action to give a token to the neutral figure. That token is put under the neutral figure. **Important movement exception:** A movement disc that touches a neutral figure, but does not knock it over, is treated as a successful movement.

The Scheme at Red Watopi

Scenario 5

The Cooper Clan is at it again. They're fixin' to take control of the town, and they plan to poison the water to weaken the townsfolk so that they can't fight back.

Objective:

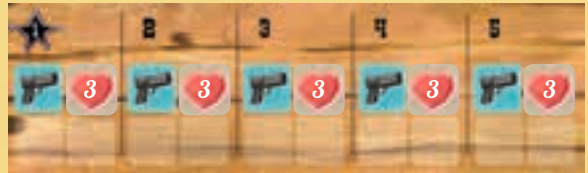
The lawmen

Two or more of the barrels are clean at midnight.

The outlaws

Three or more of the barrels are poisoned at the end of a round.

Place the clean/poisoned water tokens on the barrels as depicted below. The game begins with one barrel already poisoned.



Clock: set to 8:00.
Hats: Outlaw hats are **red** side up; lawmen hats are **blue** side up. The lawmen will not play during the first hour.

Important: The outlaws may not perform the Shoot action during the first round.

Game end

The game ends when the clock strikes midnight.

- Additional rules -



Poison and Purify

Poison a barrel: an outlaw within the width of one movement disc of a well may spend an action to poison that barrel. The water token is flipped to its poisoned side.

Purify a barrel: a lawman within the width of one movement disc of a well may spend an action to purify that barrel. The water token is flipped to its clean side.

Important movement exception: A movement disc that touches a barrel, but does not knock it over, is treated as a successful movement.



It's a Trap!

Scenario 6

A professional card player made a fool of himself by losing big to the Sheriff in a game of poker. He recruited the Cooper clan to take out the Sheriff and reclaim his money.

Objective:

Both teams

A team wins immediately when 3 of the opposing team's cowboys are dead, OR when, after playing their last cowboy in a round, 4 or more of the opposing team's cowboys are either dead or knocked over. Otherwise, whoever has the most cowboys left alive at midnight wins.



Clock: set to 8:00.
Hats: red side up.

The Sheriff is holding a Winchester rifle, and is staked out in his Office.

Game end

The game ends immediately if one of the teams completes their objective. Otherwise, the game ends when the clock strikes midnight. In case of a tie, the team with the most hit points remaining wins the game.

- Additional rules -



Winchester Rifle

When shooting with the Winchester Rifle, the player must use the rifle barrel.



To shoot with a Winchester Rifle:

- Place the rifle barrel to the left or right of the cowboy at the distance of one bullet (gray disc).
- Orient the rifle range token towards the cowboy at which you wish to shoot.
- Place the bullet in the rifle barrel and flick it.



A Witness to Slaughter

Scenario 7

The Sheriff was able to locate a key witness to the terror sown by the terrible Cooper Clan. However, the witness is injured, and the Sheriff and his men must get him from the Town Hall to the Sheriff's Office. Along the way, they also need to recover 2 important pieces of evidence that the witness left in 2 safe places. It ain't gonna be easy, though - the Cooper Clan is in town and it's in their best interest to take the witness out while they can.

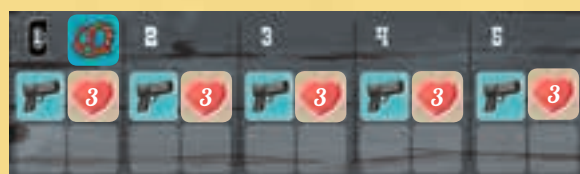
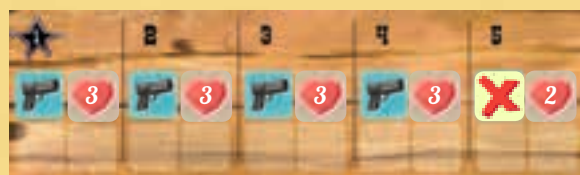
Objective:

The lawmen

Take the 2 pieces of evidence to the Sheriff's Office.

The outlaws

Prevent the lawmen from completing their objective.



Southwick

Additional Rules

Clock: set to 7:00.

Hats: blue side up.

16

The lawmen team consists of 4 lawmen and 1 neutral figure representing the witness. The Sheriff and the witness are placed in the town hall.

The lawmen team takes 6 tokens (3 colts, 2 documents, and 1 dynamite). The lawmen place 2 of their choice in each of the following buildings: Saloon, Undertaker, General Store. The 2 documents represent the pieces of evidence.

Game end

The game ends in favor of the lawmen if they complete their objective. The game ends in favor of the outlaws if the witness dies before he recovers the 2 pieces of evidence or the clock strikes midnight.

- Additional rules -



Witness

The witness wears a numbered hat and performs actions like other cowboys. He may not carry a weapon, and so may not perform the Shoot action. The only tokens he may take are the 2 pieces of evidence.

Only the witness may take the facedown pieces of evidence, which are then placed in his inventory. Once a piece of evidence has been recovered by the witness, it is then possible for the other cowboys to carry it.

The rules regarding duels are modified when the witness is present. If the witness is alone in a building with an outlaw, no duel takes place - the witness loses a life token and is ejected from the building. If the witness is in a building with an outlaw and at least one other lawman, the duel between the lawman and the outlaw takes place, as normal.

- Additional rules -



Pieces of Evidence

When a figure (cowboy or witness) is carrying a piece of evidence and is hit, they immediately drop that piece of evidence. The piece of evidence is immediately recovered by the standing figure (with sufficient inventory space) closest to the figure that was hit. If a figure carrying 2 pieces of evidence is hit, the 2 pieces of evidence are recovered by the 2 standing figures closest to the figure that was hit.

Important: Only the witness can recover facedown pieces of evidence. If the witness is killed before both pieces of evidence have been recovered, it is impossible for the lawmen to complete their objective. In this case, the outlaws win immediately.

Kidnapped!

Scenario 8

The daughter of one of Waldon Lake's richest proprietors has been kidnapped by the Cooper Clan. As they arrived at the town of San Rafael, the daughter managed to escape and hide in one of the town's buildings. The Cooper Clan is tearing the town apart trying to find her before the Sheriff does. Meanwhile, the rich proprietor has notified the Sheriff of the situation. Here's hoping they find her in one piece!

Objective:

The lawmen

- Early victory: the daughter is moved to the Sheriff's Office.
- The daughter is with one of the lawmen when the clock strikes midnight.



The outlaws

The daughter is with one of the outlaws when the clock strikes midnight.

San Rafael

Additional Rules

Clock: set to 3:00.
Hats: blue side up.

Shuffle the hostage token and 5 Colt tokens, and place randomly 2 facedown tokens in each of the following buildings: Saloon, General Store, Bank.

When a player reveals the hostage token, he places the pink neutral figure (the daughter) in the building with the cowboy who found her. The hostage token is then removed from the game.

Important: The cowboy who finds the daughter receives an additional action on the turn he finds her.

Neither team may shoot at the daughter. Hitting the daughter causes the team who performed the shoot action to lose immediately.

Game end

The game ends in favor of the lawmen if the daughter is moved to the Sheriff's Office. Otherwise, the game ends when the clock strikes midnight.

- Additional rules -



Hostage

A hostage figure (here, the daughter) is considered to be attached to the cowboy escorting her. As such, when that cowboy performs a Move action, the hostage moves with it.

If a cowboy escorting a hostage is hit, the cowboy and the hostage are separated. The hostage immediately becomes attached to the closest standing cowboy.

The hostage is not considered a cowboy. In a duel, only the cowboys participate. Once the duel is resolved, the hostage is placed in escort of the winner.



Justice vs Vengeance

Scenario 9

The patriarch of the Cooper family is in bad shape. The Sheriff and his lawmen have numerous charges against him, and they intend to make him pay dearly for his life of crime. The Coopers ain't goin' out with a fight, though. No sir! They've planned a fierce counterattack to save Old Man Cooper.

Objective:

The lawmen

Old Man Cooper is on the barrel at the gallows when midnight strikes.

The outlaws

Cooper's patriarch is with one of the outlaws when the clock strikes midnight.



Clock: set to 7:00.
Hats: blue side up.

Place the blue neutral figure (Old Man Cooper) on top of the barrel.

Important: The lawmen may not perform a Shoot action until the first time an outlaw has performed a Shoot action.

Game end

The game ends when the clock strikes midnight. If Old Man Cooper is on the gallows, he is hanged and the lawmen win. If Old Man Cooper is in escort of an outlaw, he has been rescued and the outlaws win. If Old Man Cooper is in escort of a lawman, there is a final duel to determine the winner. The team with the initiative token shoots first.

- Additional rules -



Gallows

To free Old Man Cooper, an outlaw must cut the hangman's rope by performing a Shoot action with a rifle. Old Man Cooper is freed when a bullet fired by a rifle causes Old Man Cooper to fall from the barrel. If the standing cowboy closest to Old Man Cooper is an outlaw, that outlaw is now escorting him. If the standing cowboy closest to Old Man Cooper is a lawman, the gallows and Old Man Cooper are returned to their original place.

In order to return Old Man Cooper to the gallows, the lawmen must hit the outlaw escorting him, and then escort him back to the gallows (within the width of one movement disc from the barrel). The lawman must use an action to hang him again.



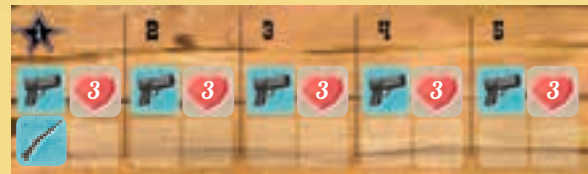
1,000 Outlaws

Scenario 10

The Cooper Clan has searched far and wide to recruit hundreds upon hundreds of outlaws to wage a relentless attack on the town of Lawless.

Objective:

This scenario is played in two phases. In between the two phases, the players switch teams. The team who had the most surviving lawmen wins. In case of a tie, the team who killed the most outlaws wins.



Clock: set to 8:00.
Hats: red side up.

The outlaws have a limited supply of 2 dynamite and 2 winchester rifles. One or more of these tokens may be placed in the inventory of an outlaw before he is first moved.

Important: Movement into buildings is forbidden.

Game end

Each phase ends when all lawmen have been killed, or when the clock strikes midnight. The game ends when both phases are complete.

Hint: The team with the most surviving lawmen wins. In case of a tie, whichever team killed the most outlaws wins. Keep track of how many outlaws each team kills in a round by whatever method you choose (i.e.: collect the hit points of killed outlaws).

- Additional rules -



Onslaught



Each outlaw has only 1 hit point. When an outlaw is killed, he is immediately replaced with a new outlaw. The killed figure is placed just outside of town with one hit point, as at the beginning of the scenario.

Important: Any tokens that killed outlaw was carrying are lost.



Variant

In this variant, the cowboys have special powers. These powers may be given to one or more members of a team. To do so, flip the cowboy's tile to display that cowboy's special power icon.

-  Ricochet: The bullets of this cowboy may ricochet off of objects or building supports before hitting a cowboy.
-  Mulligan: Once per turn, the player may decide to retry a movement flick.

Note: These special powers can be used to balance the game by giving an advantage to a less experienced player or team.

Note: The tiles from opposing teams may be mixed to allow cowboys on a team to have access to both powers.



Credits

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