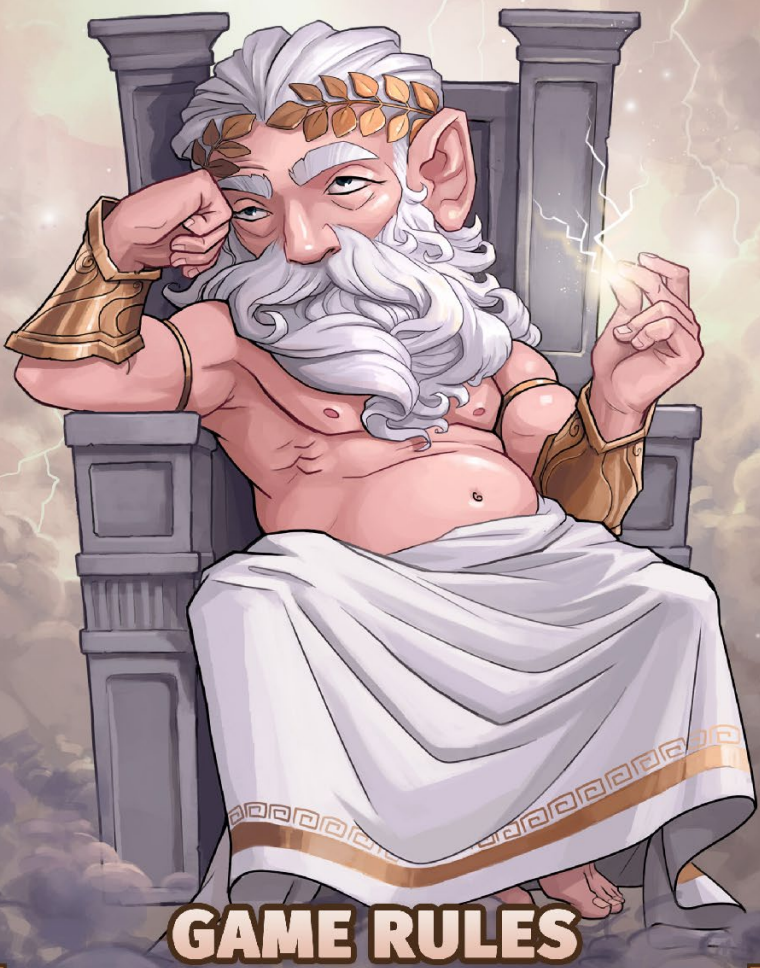
FLICK OF FAITH



GAME RULES

GOAL OF THE GAME

Flick of Faith is a flicking area control game in which players take the roles of various gods. Their goal is to set **Laws** of the land, flick **Prophets** (discs) onto **Islands**, and to convert the most locals (represented by **Victory Points**). The god with the most **Victory Points** is declared the winner.

GAME COMPONENTS

MAP



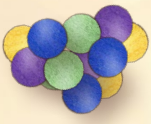
4 DOUBLE-SIDED GOD ABILITY CARDS



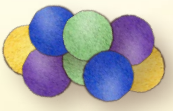
20 LAW CARDS



28 PROPHETS (7 IN EACH COLOR, SMALL WOODEN DISCS)



8 TEMPLARS (2 IN EACH COLOR, MEDIUM WOODEN DISCS)



16 TEMPLES (4 IN EACH COLOR, GIANT WOODEN DISCS)



1 KING APE (BIG WOODEN DISC)



1 SPHINX (BIG WOODEN DISC)



SET OF STICKERS FOR ALL WOODEN DISCS



FIRST PLAYER TOKEN



HAND OF GOD TOKEN



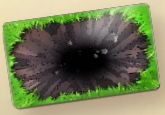
VICTORY POINT TOKENS (1VP, 3VP, 5VP)



HEART TOKEN



RESERVE POOL TOKEN



TORNADO TOKEN



GLOSSARY

PLAYER'S CORNER - a cloud space in the corner of the **Map** where players put their **Prophets** to flick them. It is considered a part of the **Sea**.

BORDER - the external, highlighted part of the **Island** / **Navel** / **City** /**Player's Corner**.

CITY - a small, inner ring on an **Island**. It is considered a part of an **Island**.

NAVEL - a small ring in the middle of the **Map**, which is not an **Island**.

PROPHET - Each player has their own pool of **Prophets**. Players flick them on the **Map**.

TEMPLE - Each player has 4 **Temples**. They stay on the **Map** between **Generations**.

PRESENCE - a player has **Presence** on an **Island** if the player has at least **1 Prophet** or **Temple** on that **Island**. A **Prophet** needs to be inside a **Border** or touching the **Border** in order to be considered as present on an **Island** / **City** / **Navel**. Otherwise, it is on the **Sea**.

DOMINATION - a player has **Domination** on an **Island** if their total sum of **Prophets** + **Temples** is more than each other player's total sum. If there is a tie, no one has **Domination**. The **Dominating** player still has a **Presence** on that **Island**.

RESERVE POOL - a token near the **Map** where you put all **Prophets** which are somehow temporarily removed from the game. Players take back all **Prophets** from the **Reserve Pool** during the **Worship Phase**.

SPHINX and **TEMPLARS** - wooden discs, that are considered **Prophets**. If the game asks you to add or get a **Prophet** without specifying its type, it means a regular one (not a **Sphinx** or **Templar**).**VICTORY POINTS** - when you gain **Victory Points** (**VP**), put the **VP** tokens near your **God Ability** card.

If for some reason a **Prophet** or another component is not touching the **Map** but instead is lying on another component, consider its position on the **Map** the same as the component it is lying on.

SETUP

Put one sticker onto each wooden disc of the corresponding color and size. Each disc will have a sticker on one side only.

1. Place the **Map** on a flat surface.
2. Sit around the **Map** in a way that allows everyone free access to their own corner.
3. Place the **Reserve Pool** and **VP** tokens near the **Map.**
4. Shuffle the deck of **Law Cards** and put it near the **Map**.
5. Shuffle the deck of **Gods Ability** cards and deal every player one card. Each player chooses their god by placing their **God Ability** card chosen side face-up in front of them.
6. Give every player **5 Prophets** (**6 Prophets** in a 3 players game only) and **4 Temples** in their color and extra components on the **God Ability** card**.**
7. All players flick (see **Flick** below) one of their **Prophets** from their **Player's Corners** at the same time. The player who's **Prophet** is closest to the **Navel**, becomes the first player. Give that player **First Player Token**. Return flicked **Prophets** to their owners.
8. Put unused components (**God Ability** cards, **Prophets, Templars**, special tokens) aside.

FLICK - to hit a disc with your finger as shown below. You can hit with whatever finger you want. Using the thumb to release the hitting finger is optional. A flicked **Prophet** may push other **Prophets**, **Tokens** or **Temples** on the **Map**.






5
ANUBIS


1
2


5
THEMIS


4


7


5
DAGDA


3

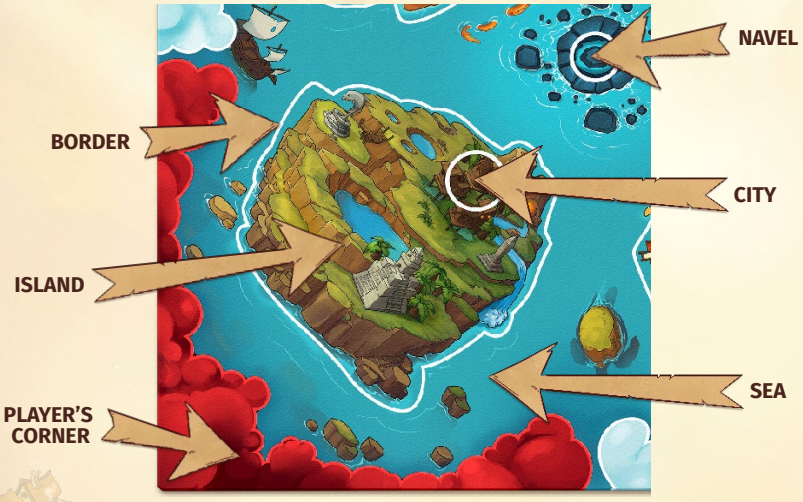

5
FREJA


DAGDA
You may use Hand of God token during your turn in the Mission Phase by holding it this way. Its fingertips touches the Map and no other components while you are flicking.
6

FLOW OF THE GAME

The game lasts **4 Generations** (rounds) for **2** or **4** players and **3 Generations** for **3** players. Each Generation consists of **3 Phases:**

1. **Council Phase –** players vote on **Laws** that modify the game. (page 7)
2. **Mission Phase –** players flick their **Prophets** onto the **Map** in clockwise order, starting with the player holding the **First Player Token**. (page 8)
3. **Worship Phase –** players score **Victory Points** for **Presence** and **Domination**. (page 10)





1. COUNCIL PHASE

In this phase, players choose laws that determine the rules of the game.

Draw two **Law Cards**. The first drawn card is the upper card, and the second is the lower card. Make sure everyone is familiar with the text on the cards. All players raise one of their thumbs sideways and simultaneously turn them to a thumbs-up or thumbs-down position, then check the results:

More thumbs up - the upper **Law Card** enters the game. Discard the other one to the box.

More thumbs down - the lower **Law Card** enters the game. Discard the other one to the box.

Tie - shuffle the two cards and randomly pick one. This **Law Card** enters the game.

The effect of the chosen card remains active as long as indicated on the card. Sometimes, **Law Card** effects may conflict with the rules in this rulebook. In this situation, the rule on a card is always more important.

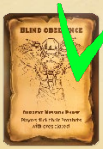
COUNCIL PHASE EXAMPLE:

*Two **Law Cards** were drawn. Players set one above the other. At the same moment, players vote for their choice by turning thumbs up or down. There are 3 thumbs down and only one thumb up, so players discard the upper **Law Card** and the lower one comes into play.*

UPPER CARD



LOWER CARD











2. MISSION PHASE

Starting from the first player, players take turns in clockwise order.

In each turn, the active player places one of their unflicked **Prophets** onto their **Player's Corner** (the disc can touch the cloud's border) and flicks it. Only the active player can have a **Prophet** in their corner ready to flick. If a flick does not move the **Prophet** completely outside the **Player's Corner**, the player may flick the **Prophet** again.

After the active player has flicked a **Prophet**, they check the following rules:

a) Building Temples - The active player may remove (to the **Reserve Pool**) any of their **Prophets** which touch a **City**. For each removed **Prophet**, the player places one of their **Temples** anywhere on that **Island**. If a player does not have any **Temples** in their resources they may use one of the **Temples** they have already built on the **Map** instead.

b) Scoring Navel - Remove (to the **Reserve Pool**) all **Prophets** (of all players) from the **Navel**. For each removed **Prophet**, its owner receives 1 **VP** for each **Island** where they have **Presence** + 1 **VP** for the removed **Prophet**.

c) Remove all **Prophets** that were flicked / pushed out of the **Map** and put them on the **Reserve Pool**.

d) Players take back their **Temples** which are outside an **Island Border**.

Then, the turn of the active player ends.

The player to the left of the active player becomes the new active player.

Mission Phase ends when every player has no more **Prophets** to flick.



BUILDING TEMPLES EXAMPLE:

*1. After **Anubis'** flick, one of his **Prophets** is in the **City**. Because **Anubis** still has a **Temple** available, he decides to build one on the **Island**.*
*2. He moves his **Prophet** from the **City** to the **Reserve Pool**. Now he places his **Temple** on the **Island**. **Anubis** can choose the place for his **Temple** - it does not have to be the same spot he moved his **Prophet** from.*



SCORING NAVEL EXAMPLE:

*1. After **Themis's** turn, one of her **Prophets** is on the **Navel**.*
*2. Because **Themis** has Presence on 3 **Islands**, she gets 4 **VP**. She moves her **Prophet** from the **Navel** to the **Reserve Pool**.*



3. WORSHIP PHASE

Players gather Victory Points and prepare for the next Generation as follows:

a) **Presence -** each player gets **1 Victory Point** for every **Island** where they have at least 1 **Prophet** or 1 **Temple**.

b) **Domination -** each player gets 2 additional **Victory Points** for every **Island** where they have more **Prophets** + **Temples** than each other player. If there is a tie – no one gets **Victory Points** from **Domination**.

c) Every **Prophet** flicked during this **Generation** goes back to its owner from the **Reserve Pool** (and sometimes from certain **Law Cards** and **God Ability** cards).

d) Players are not allowed to touch or reposition **Temples**. **Temples** stays on the **Map** for the next **Generation**.

e) The player with the **First Player token** passes the token to the player to their left.

f) Remove all **Law Cards** that no longer have any effect from the game.

WORSHIP PHASE EXAMPLE:

*Anubis has **Presence** on 2 **Islands** (**I** and **II**), so he gets **2VP**. Moreover, he **Dominates Island II**, for an additional **2VP**. He gets a total of **4VP** in this **Worship Phase**.*

*Dagda has **Presence** on 2 **Islands** (**I** and **IV**), so he gets **2VP**. He has no **Domination**, so he gets no more **Victory Points**.*

*Freja is **present** on **3** Islands (**I**, **III** and **IV**) - **3VP** for her. She also **Dominates Islands III** and **IV**, for an additional **4VP**, so she gets a total of **7VP**.*

*Themis gets only **1VP** for **Presence** on **Island I**. She has no **Domination**.*

*All players get all of their **Prophets** back but leave their **Temples** on the **Map** untouched.*



END OF THE GAME

After the last **Generation,** the player with the most **Victory Points** is the winner!

If there is a tie, the winner is the player with the most **Temples** on the **Map**. If there is still a tie, players who tie flick one of their **Prophets** using the same rules as those described in step 7 of Setup.

CREDITS

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LABORATORIUM GIER

*The design process of this game started during the „**Laboratorium Gier**," which are innovative game designing workshops where interested gamers, guided by professional designers, participate in 70h game jam. Special thanks for Wojciech Rzadek and other event's trainers.*

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