

# Flip-5X

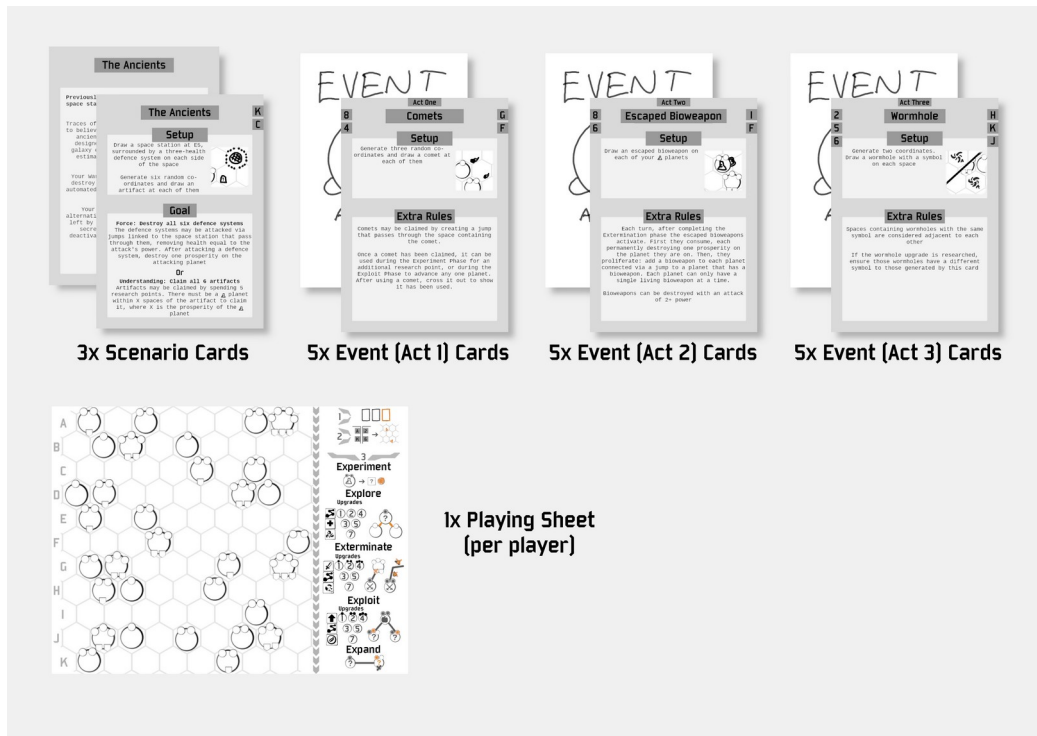
## Theme

Advances in hyperspace technology have lead your civilization into a new age, promising the power to journey among the stars, to explore, and to build a burgeoning empire! And yet, a thought lingers in the back of your mind: what of those who came before? One theory as to why you have not come across another space-faring civilization is the Great Filter: that each potential empire faces a great challenge that threatens its very existence, and that most fail to overcome it. Will your empire flourish in the face of adversity, or crumble before the challenges ahead? These thoughts now fill your mind as your advisers call you in for an urgent, important meeting...

## Overview

At the start of Flip-5X, you will reveal the great challenge your civilization must face. It will have two different victory conditions, and if you satisfy either one within ten rounds, you win the game. You start out on a single small planet, but over the course of the game you will explore the galaxy, overcome challenges and grow your empire!

## Components



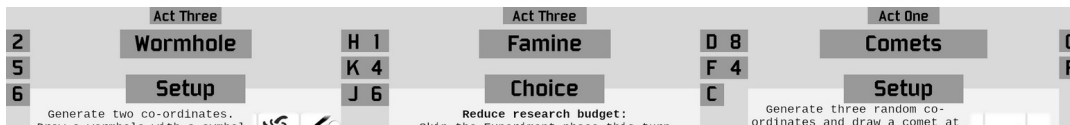
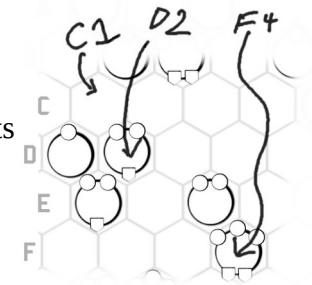
# The Map

The left side of your playing sheet is a map of the galaxy. It starts out as a mostly-blank canvas, and over the course of the game you will draw various features on it. The drawings in this rulebook and on the cards are examples only, get as creative as you like with them! If you are asked to remove something from the map, scribble or cross it out to show it no longer exists.

## Coordinates

The map is divided into hexagonal spaces. Each space can be referred to by its coordinates. This is the letter to the left of the space's row followed by the position of the space in its row.






At various times during the game, you might be asked to generate random coordinates. To do this, shuffle the coordinate deck (see Setup), then reveal cards in a row one by one. The coordinates formed by the letters at the top-right of each card and the numbers at the top-left of the next card are your random coordinates. If a generated coordinate contains a planet, choose any adjacent space instead. Keep revealing cards until you have the number of random coordinates you need (taking the top coordinates first), then shuffle all the cards back into the coordinate deck

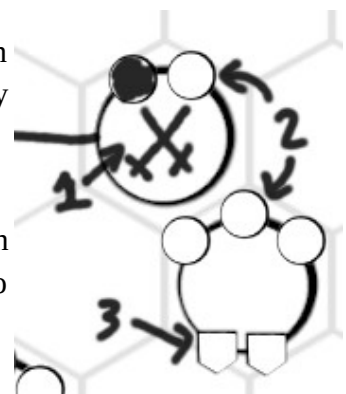


Generating four coordinates: H1, K4, J6 and D8

## Planets

Some of the spaces on the map contain planets which you can claim for your empire. Each planet has a few properties:

1. Focus: Once you claim a planet, you can assign it a focus – draw the symbol of the chosen focus on the planet to indicate this. A planet's focus determines what purpose it will serve:
  -  Research: the planet will help you research upgrades to improve the effectiveness of your actions
  -  Military: the planet will help you defeat pirates, the defences of unclaimed planets, and various other threats
  -  Agriculture: The planet will let you advance nearby planets, increasing their prosperity
2. Prosperity pips: these represent the potential of a planet. Claiming a planet lets you fill in the first prosperity pip. Any additional pips can be filled using the effect of a nearby  planet. A planet's prosperity is equal to the number of filled prosperity pips – the higher this number, the more useful the planet will be during your turns
3. Defence shields: these represent challenges you need to overcome in order to claim the planet. Before you can claim a planet, you need to cross out its defence shields (if any) by attacking with a nearby  planet

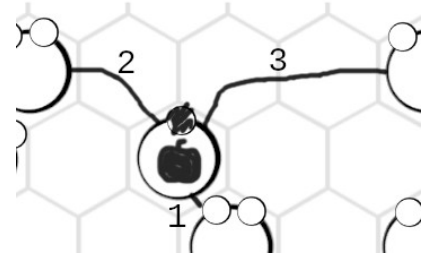


## Hyperspace Jumps

In order to traverse the galaxy, you will need to create hyperspace jumps between planets. To create a jump, draw a line connecting two planets. The number of spaces a jump travels through (excluding the beginning) is its length. Initially you will only be able to create jumps of one length (i.e. between directly adjacent planets), but you can research upgrades allowing you to create longer jumps.

Making an effective network of jumps is key to your success in the game:

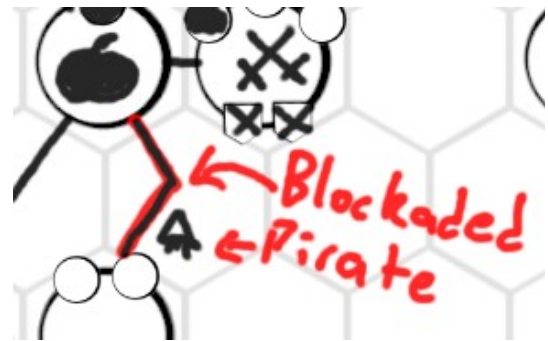
- Planets may only be claimed if they are connected to your empire via a jump
- ⚔ and 🍎 planets can only use their effects within their range, which is measured in jumps rather than spaces.



Jumps of 1, 2, and 3 length

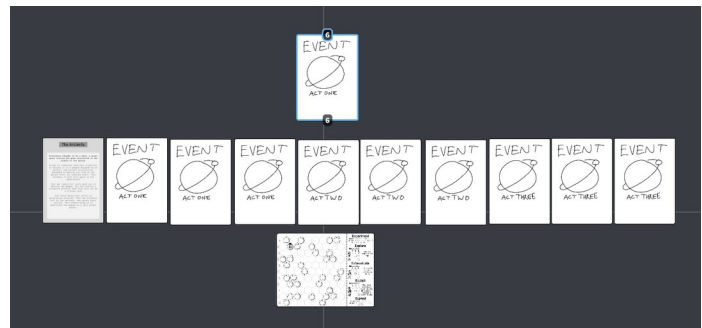
## Space Pirates

Throughout the game, you will be asked to add space pirates to spaces on the map. Pirates blockade any jumps that pass through the space they occupy, preventing you from using them for any purpose. For example, you may only expand to an unclaimed planet if you have an unblockaded jump to that planet (ie: the jump does not pass through any spaces that contain a pirate). To remove a space pirate, you will need to perform an attack using a ⚔ planet – see the Exterminate phase for more information.



## Setup

- Randomly select one scenario card, and place it face down at the left of the play area to form the beginning of the timeline. Read the flavour text for the scenario on the back of the card. Remove the remaining scenario cards from the game
- Shuffle the event cards for act one together, then place three of them face down in a row to extend the timeline to the right. Repeat this for the act two and act three event cards
- Shuffle all the remaining unused event cards together and place them above the timeline to form the coordinate deck
- Select the initial culture of your empire:
  - Scientists: Claim B2 as a 🧪 planet with one prosperity
  - Warriors: Claim H3 as a ⚔ planet with one prosperity
  - Merchants: Claim I7 as a 🍎 planet with one prosperity



Completed Setup

# Round Structure

The game takes place over ten rounds. Each round, complete the following steps in order. If you complete either objective on the scenario card within ten rounds you win the game. If not, you lose.

## 1. Reveal the Next Timeline Card

Flip over the next card in the timeline. In the first round, this will be the scenario card, outlining your victory conditions. In subsequent rounds, this will be an event card. Timeline cards may have some of the following sections:

- **Setup:** Immediately apply the effects of this section. This will usually involve drawing something on the map
- **Extra Rules:** This section will modify or add to the rules of the game in some way. Unless otherwise specified, these rules apply from the point this card is revealed until the end of the game and take precedence over the usual rules
- **Choice:** Choose one of the effects in this section. This may be an immediate effect only, or have an effect for the rest of the round or game.


## 2. Spawn Pirates

From the second round onwards, revealing a card in the timeline will connect the coordinate sections at the top of the revealed card and the card before it in the timeline. Add a pirate to the map at each completed coordinate (or any adjacent space if the coordinate contains a planet).

## 3. Complete the 5X Phases

Complete each of the 5X phases in order, completely resolving each phase before moving on to the next phase.

### *Experiment*




During the Experiment Phase, you spend research points to research upgrades which improve your other actions. To research an upgrade, fill in the corresponding circle on your player sheet – if it's an immediate effect, resolve it now, or if it's a persistent effect you gain the benefit of the upgrade from now on. Each upgrade costs a number of research points indicated by the number in the circle. The total number of research points you can spend on upgrades in a round is equal to the total prosperity of all your  planets at the start of this phase. Research points do not carry over between rounds.

## Explore



During the Explore Phase, you add hyperspace jumps to the map to connect planets together. Whenever you create jumps, they must start from a planet in your empire. Jumps must end at a planet. Jumps may start and end at the same planet. Jumps may not pass through spaces containing planets other than the ones it is connecting. Jumps may cross each other.

By default you add two jumps each round and the jumps you add can be up to one space in length, but these limitations can be increased via upgrades:

Upgrades:


-  Jumps may be one space longer
-  Each Explore phase, add an additional jump to the map
-  Immediately add two wormholes with matching symbols to the map at any pair of coordinates that do not contain planets. Spaces containing wormholes with the same symbol are considered adjacent to each other.

## Exterminate





During the Exterminate Phase, you use your  planets to deal with various threats. In any order, perform a single attack with each of your  planets. The same planet may not attack more than once per round.

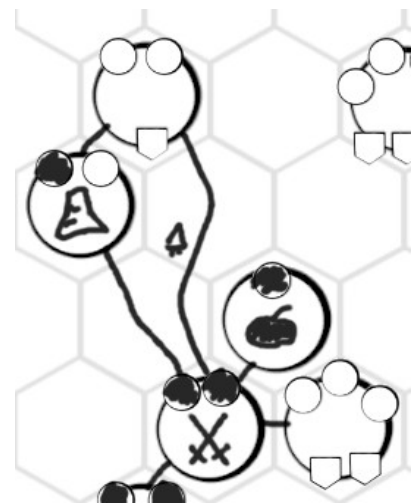
The power of an attack is equal to the prosperity of the attacking planet. When attacking:


- A planet: cross out a number of defence shields equal to the attack's power.
- Pirates: defeat up to X pirates on a single jump within range, where X is the power of the attack
- Other targets such as enemies spawned from event cards specify either:
  - an attack power required to defeat them – attacks with insufficient power have no effect
  - an amount of health – attacks remove health equal to the attack's power

 planets can only attack within a certain range, measured in jumps from the planet. Initially, this range is one jump, but it may be upgraded. Jumps that are blockaded by pirates cannot be used unless targeting those pirates.

Upgrades:

-  Immediately perform an attack of 1/2/3 power against any target
-  The range of your  planets is increased by one jump
-  Each Exterminate phase, perform an attack of 2 power against any target

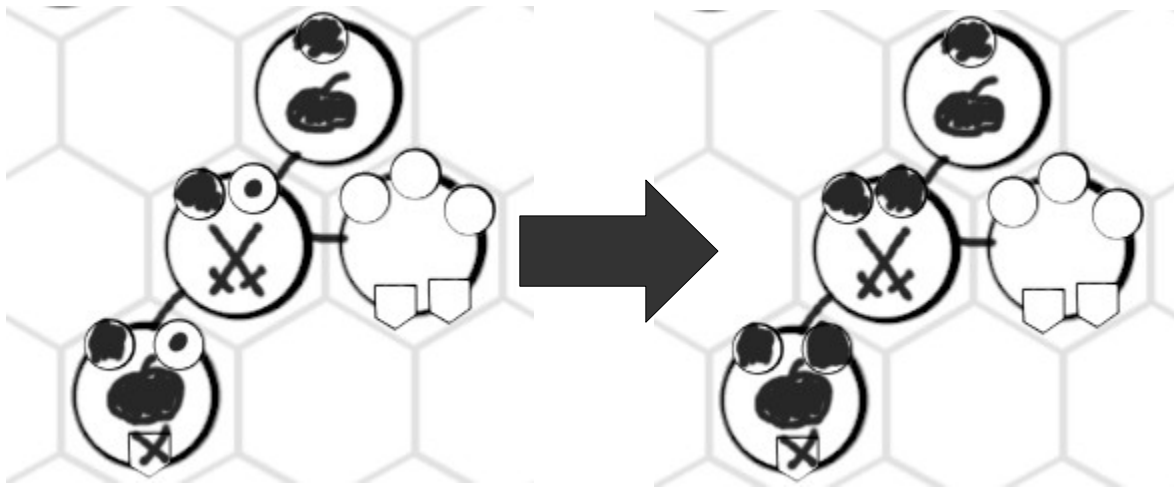


*With the  planet attacking, the planet at the top left is two jumps away, as the pirate blockades the jump directly leading to the planet.*

## Exploit

During the Exploit Phase, each 🍎 planet may advance nearby planets, filling a number of prosperity pips equal to the source planet's prosperity. Similar to 🗡️ planets, this range is initially one (non-blockaded) jump, but can be upgraded. You may advance several different planets within range and you may advance the same planet multiple times so long as the total prosperity gained is equal to the prosperity of the source planet. A planet may advance itself. You may not advance unclaimed planets.

Prosperity gained by 🍎 planets cannot be used during the same phase in which it is gained – to help you remember, put a dot in the prosperity pips you want to fill as you activate each planet, then fill them all in completely at the end of the phase.



Upgrades:

- 📶 Immediately advance any planet 1/2/3 times (this can be split between multiple planets)
- 🗡️ The range of your 🍎 planets is increased by one jump
- 🍌 When claiming a planet, fill in two prosperity pips instead of one (if possible)

## Expand

During the Expand phase, you claim any planets that are linked to your empire via a (non-blockaded) hyperspace jump and have no remaining defence shields. When claiming a planet, choose its focus (drawing the associated symbol on the planet) and fill in the first prosperity pip.