



Quick Start Guide

Flick Footy

A fast-paced AFL-inspired tabletop dexterity game

Game Overview

Format: AFL simulation tabletop dexterity game

Players: 2

Ages: 8+

Equipment

- 4 × Goal posts
 - 4 × Behind posts
 - 24 × Player pieces
 - 2 × Halos
 - 1 × Centre circle
 - 1 × Ball piece
 - 2 × *The Bont*
 - 2 × Tweezers
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Objective

Choose one of the following game modes before play begins:

- **Timed Match:** Score the most points within a pre-agreed time period.
 - **First to Score:** Be the first player to reach a pre-agreed number of points.
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The Field

- Any flat surface may be used (oval or round tables work best).
 - The location of the **boundary line**, **50-metre arcs**, and **goal squares** is agreed by both players.
 - These areas can be drawn on the field with whiteboard marker but do **not** need to be physically marked.
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Scoring

- **Goal:** 6 points
 - **Behind:** 1 point
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Set Up

1. Place the **centre circle** in the middle of the field.
 2. Erect the **goal and behind posts** at each end.
 3. Each player places their team pieces on the field:
 - 4 × Forwards
 - 4 × Backs
 - 3 × Midfielders
 - 1 x Ruckman
 4. Place each team's **ruckman** and the **ball** on the centre circle.
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Centre Bounce

- Spin the centre circle.
 - The player whose ruckman lands **closest to the ball** becomes the first attacker.
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Attack

- Pass the ball by **flicking** it toward one of your player pieces.
 - **If the ball hits your player piece:**
 - Pick up that player piece.
 - Take another attacking turn.
 - **If you miss or hit an opposition player piece first:**
 - Possession changes.
 - Your opponent becomes the attacker.
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Shots on Goal

You may shoot for goal **at any time**.

If the ball is **inside the 50-metre arc**, special shots are available:

Drop Punt

- Place the ball on the felt section of *The Bont*. Launch the ball through the air using a held player piece (tiddlywinks-style).
- **Defending a Drop punt:** When a drop punt is taken, the defender may place *The Bont* **on the mark** with the **smother side** facing the attacker.

Banana Kick

- Use the tweezers to roll the ball on its edge down the banana side of *The Bont*.
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Defence

- Before **each attacking turn**, the defender must place **one held player piece** onto the field.
 - This continues until the defender has no held player pieces remaining.
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Restarting Play

After the Ball Goes Out of Bounds

- **General out of bounds:**
 - Possession changes.
 - New attacker restarts with the ball anywhere on the edge of their **defensive goal square**.

- **Out of bounds on the full:**
 - Possession changes.
 - Ball is placed anywhere on the defender's **defensive 50-metre arc**.
- **Deliberate out of bounds:**
 - Possession changes.
 - Ball is placed anywhere on the **attacking 50-metre arc**.

After a Behind

- Possession changes.
- New attacker restarts with the ball anywhere on the edge of their **defensive goal square**.

After a Goal

- The ball is returned to the **centre circle**
 - Play recommences with a **centre bounce**
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Ball Up

- Any dispute over which player piece was touched first is resolved with a ball up
 1. Each player takes the disputed player piece.
 2. Place the ball between the two pieces.
 3. Bounce all three pieces onto the field together.
 4. The player whose piece lands **closest to the ball** becomes the attacker.
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Injuries

- A player piece is **injured** if it:
 - Travels outside the field, or
 - Lands on its back.
 - Injured player pieces may not re-enter play until **after the next goal is scored**.
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Scoreboard, Gameplay Video and Detailed Rules

An online scoreboard, gameplay video and detailed rules are available at:
<https://flickfooty.com/>

Flick Footy is a fast, physical and fun AFL-inspired tabletop experience.



