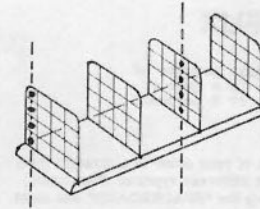


# HOW TO USE YOUR "FLIX" SET

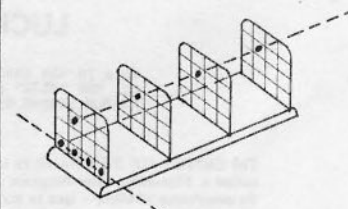
1. Your "FLIX" set consists of a finished wooden base and 4 transparent plastic Panels, each of a different color, which fit together into a 3-dimensional "SPACEBOARD". In addition, there are at least 54 flexible, plastic Taxpayer Men (in three colors for the different players), and 24 Burocrat Men (eight of each color), and 3 special "FLIX" Dice, and 12 numbered Tokens.
2. Assemble the "FLIX SPACEBOARD" by inserting the red Panel in the red groove of the Base, and similarly inserting the other three Panels in grooves of their own color, as in the diagrams to the right. (Always remember - the "SPACEBOARD" is one single gameboard and each player may play anywhere in the board. In other words, any color or Man may be played on any color of Panel.)
3. The OBJECT OF THE GAME is to get 4 Men of your color in a straight line, which is called a Flix-line. A Flix-line can point in any direction whatever so long as it is a straight line. It can be vertical, horizontal, diagonal, or triagonal and can be all on one Panel or extending through the four Panels at any angle. Different types of Flix-lines are illustrated in the diagrams to the right.
4. To determine whether or not a line is straight, pick up the "SPACEBOARD" and sight along the line as you would along the edge of a ruler.
5. The player who starts off the game may be determined in any convenient manner. The play proceeds to the left and each player, in turn, places one Man in the "SPACEBOARD."
6. Before starting play each player (or team of partners) selects the color of Man he will always use throughout the game. A play is made by inserting the pointed end of the Man into one of the 64 holes in the "SPACEBOARD."
7. When a "FLIX" Token is used, it is folded with the printing inside to prevent your opponent from knowing its value.

THERE ARE 76 POSSIBLE WAYS OF MAKING A FLIX-LINE

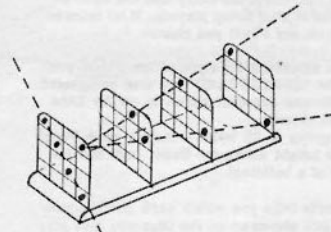
## D I A G R A M S



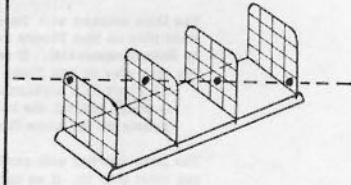
VERTICAL FLIX-LINES



HORIZONTAL FLIX-LINES

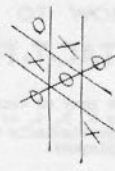



DIAGONAL FLIX-LINES

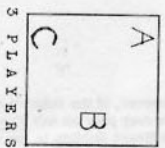
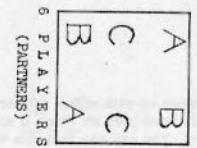
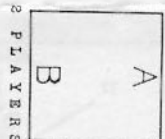
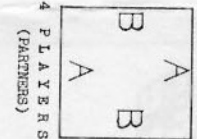


TRIAGONAL FLIX-LINE

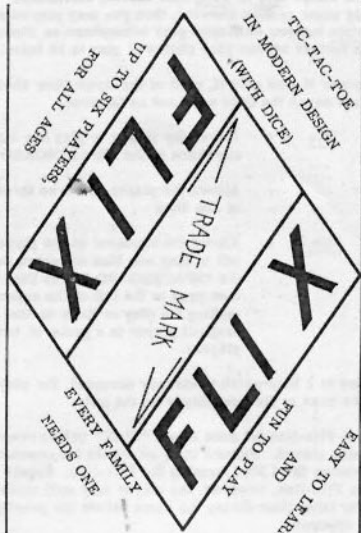
## HERE IS WHAT YOU WANT TO KNOW ABOUT "FLIX"

- Question : What is "FLIX" ?  
 Answer : "FLIX" is the newest thing in colorful plastic games that anyone can learn in less than a minute if he has ever played the simple game of —
- Tic-Tac-Toe, or this  or this 
- Question : How many persons can play "FLIX" ?  
 Answer : "FLIX" can be played individually by 2 or 3 persons, or by 4 or 6 persons when playing partners.
- Question : Who likes to play "FLIX" ?  
 Answer : Anyone from 8 to 80 will be fascinated by the colorful, modern "SPACEBOARD" and absorbed by the games ranging from CHANCE to as much SKILL as may be desired.
- Question : How long do "FLIX" games last ?  
 Answer : Most "FLIX" games last only a few minutes; but if you get into a battle royal of "TAC-T-FLIX," this game may last an hour or longer.

No Talking across table



HOW TO SEAT  
THE PLAYERS



SPACEBOARD GAME CO.  
 832 St. Paul Street  
 Rochester, New York  
 © Don Corrish, 1949

The only 3 - dimensional game  
with the SPECIAL DICE.

# "FLIX"

## RULES for the New Game of

## HOW TO PLAY LUCKY FLIX

This is the easiest and most popular of all the "FLIX" games. It is a game of CHANCE played by 2, 3, 4, or 6 persons.

The OBJECT OF THE GAME is to get 4 Men of your color in a straight line, called a Flix-line. (See diagram page for the different types of Flix-lines.) To determine whether a line is straight pick up the "SPACEBOARD" and sight along the line as you would along the edge of a ruler.

### RULES

1. To determine who plays first, what color of Men to use, etc., refer to the page "How to Use Your Flix Set."
2. The starting player rolls all three "FLIX" Dice at once in order to determine where to play his Man.

#### How to read the Dice

The Dice marked with colored circles, tells you which one of the colored Panels you must play on. (Note carefully that the colored circles do not refer to the color of Man being played). If no colored circle shows up you may play on any Panel you choose.

The Dice marked with Roman numerals tells you which Floor you must play on (the Floors in the "SPACEBOARD" are also designated by Roman numerals). If no Roman numeral shows up on the Dice you may play on any Floor you choose.

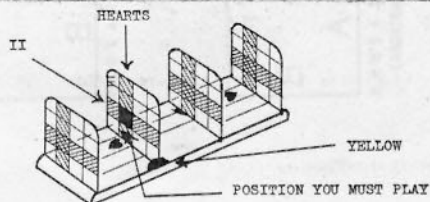
(A Floor is a horizontal group of 16 holes — four on each Panel — which are all the same height above the Base, just like the rooms on the same floor of a building).

The Dice marked with card suits tells you which card suit Section you must play in. If no card suit shows up on the Dice you may play in any Section you choose.

(A Section is a vertical group of 16 holes — four on each Panel — which are all directly above the same card suit strip marked lengthwise on the Base).

For example, if the Dice show Yellow - II - Hearts

Then - the Man can be played only in the Yellow Panel, on Floor II, in the Heart Section as shown below:



However, if the colored circle Dice shows up with either Win or Flix, you may play on any Panel but you still must play on Floor II and in the Heart Section in the example above. You can see that this widens your choice of play from 1 hole to 4 holes.

Also in the example above, if both the colored circle Dice and the card suit Dice show up with either Win or Flix, thus leaving the Roman numeral II as the only game symbol showing, then you may play on any Panel and in any Section but you still must play somewhere on Floor II. You can see that this further widens your choice of play to 16 holes.

Exceptions to the above occur if, and only if, each of the three Dice shows either Win or Flix. In such cases the Dice are read as follows:

- |   |  |
|---|--|
| <u>Win</u> - <u>Win</u> - <u>Win</u>                  | • Allows the player to play one Man anywhere in the "SPACEBOARD"   |
| <u>2 Wins and 1 Flix</u> , or <u>2 Flix and 1 Win</u> | • Allows the player two free throws of the Dice  |
| <u>Flix</u> - <u>Flix</u> - <u>Flix</u>               | • Allows the opponent on the player's left to play one Man anywhere in the "SPACEBOARD." The Dice then pass to the left of the opponent making the play or back to the original player in a game of two players. |

3. If the Dice designate a play in a hole which is already occupied, the player loses his turn and the Dice pass to the next player on the left.
4. When a player completes a Flix-line he must shout "FLIX" before removing his hand from the Man being played. Failure to do so allows his opponent to shout "Penalty" and to remove the 4 Men forming the Flix-line. Should the opponent fail to notice the Flix-line, however, the player may still score it by shouting "FLIX" at any later time during the game before the penalty is noticed and called by the opponent.

## HOW TO PLAY PAY-OFF FLIX

This is a game of SKILL involving continuous scoring. It is played by 2, 3, 4, or 6 persons and appeals particularly to those who know the game of Backgammon.

The OBJECT OF THE GAME is to get 4 Men of your color in a straight line, called a Flix-line. (See diagram page for the different types of possible Flix-lines.) The value of the game is determined by the total values of the 4 Men which make up the winning Flix-line. The Dice and "SPACEBOARD" symbols are used only in playing "LUCKY FLIX" and are disregarded in both "PAY-OFF FLIX" and "TAC-T-FLIX."

### RULES

1. To determine who plays first, what color of Men to use, etc., refer to the page "How to Use Your Flix Set."
2. The numbered cardboard Tokens are shuffled and then divided equally between the opposing players.
3. The starting player begins the game by inserting one of his Men in any hole of his choice in the "SPACEBOARD." On any play during the game, except the play which completes a Flix-line, the player may insert any one of his tokens in a Man after which he plays the Man in the usual manner.
4. The play proceeds to the left and each player, in turn, plays as above until one player completes a Flix-line which ends the game.
5. Rule number 4 of "LUCKY FLIX" applies also in "PAY-OFF FLIX."

### SCORING

The scoring value of a game is determined by the total values of the four Men which make up the winning Flix-line. The value of a Man is equal to the numbered value of the token which he carries and, if he carries no token, his value is 5. Since not more than three Flix-line Men can carry tokens and the three highest token values are 100, 50, and 50 points, the maximum game value is 205. The minimum game value of 20 points occurs when there are no tokens in any Flix-line Man.

## HOW TO PLAY TAC-T-FLIX

This is a game of considerable SKILL played by 2, 3, 4, or 6 persons. It appeals particularly to chess and checker players.

The OBJECT OF THE GAME is to achieve either one of two things, (a) to get 4 Burocrats of your color in a straight line, called a Buroline, or (b) to complete a total of 8 Flix-lines, thus winning back all of your Burocrats from your opponent. The Men are played into and removed from the "SPACEBOARD," as described below, but as in real life, once a Burocrat is put into a position he cannot be removed.

### RULES

1. Each player (or team) selects a single color for his Men and Burocrats. He retains his Men but surrenders his Burocrats to his opponent.
2. The play proceeds like "Pay-Off Flix" until a player completes a Flix-line, except that the tokens are not used in "TAC-T-FLIX."
3. For each and every Flix-line completed the player takes a free play and wins back a Burocrat from his opponent.  
(If this free play completes another Flix-line, the player takes another free play and wins back another Burocrat, and so on until his free plays fail to complete a new Flix-line. Note that a single play may complete more than one Flix-line.)
4. Before the play passes to the next person, the player takes his Burocrat (one or more) which he has just won back and substitutes it for any Man of his choice in the Flix-line (one or more) which he has just completed. The player finishes his play by withdrawing from the (one or more) Flix-lines just completed, all of his Men but never his Burocrats.  
(Each Flix-line must have at least one of its Men replaced by a Burocrat.)
5. Rule number 4 of "Lucky Flix" applies also to "TAC-T-FLIX."