

FLY or NOT

It all started with the crow bickering with other animals, bragging that "Only I can fly!". To settle things once and for all, the worm suggested to hold a Flying competition among everyone. And to keep things fair, a few items were given to each animal: From balloons and wings that could make them fly, to cages and chains that stopped them from taking off. But these smart animals soon figured out how to use tools such as needle and cutters among other stuff, to get rid of these burdens or hinder rivals' flying. And that's how the "Fly or not" competition started!

In "Fly or Not" you are trying to figure out the correct answer to this question before other players:

"Can this animal, equipped with these items and tools, fly or not?"

Whoever picks the token for the correct answer before others, will score points. Dexterity is very important in this game, but be careful not to pick the wrong token, or you will be penalized by losing points.

Game Components & Setup

1- Shuffle the cards and put them in the middle of the table, along with dice and star tokens.

(In 2-3 player games, remove the two small stars.)

2- Give a score dial to each player. Players should set their starting score to 0.



You can set the difficulty of the game as you like based on the age and familiarity of the players with the game. I suggest you to play the easy game for the first few times, and then change the difficulty level to your liking.

Easy Game: Only put the easy cards in the game, and remove the tools die and one of the item dice from the game.

Normal Game: Shuffle the easy and challenging cards together and use all of them, but remove one of the item dice from the game.

Challenging Game: Use all of the cards and dice.

How to play?

The main idea of the game is pretty simple: Can the combination of “the image on the card + dice” fly or not? At the beginning of each round, the top card is revealed and then the dice are rolled. Each card shows an animal and each die side displays an item that may help or hinder that animal’s flying. Then players should quickly check the card and dice to find out the right answer (**Flying** or **Not Flying**) and pick the star-shaped token for that answer (**blue** ★ for **Flying** and **orange** ★ for **Not Flying**) before the others.

In each round of the game:

1. Reveal a card. One of the players reveals the top card of the deck. Each card shows an animal that may be equipped with one or two items. Color of the star at the corners of the card show whether it can fly (**blue** ★) or not (**orange** ★).

2. Roll the dice. One of the players rolls all of the dice.

3. Grab the correct token. All of the players check the revealed card and the icons on the rolled dice simultaneously. If the result of “card + dice” can fly then grab the **flying** ★ star, and if the result cannot fly grab the **not flying** ★ star. *(You will learn how to determine the correct answer later on)*

Each player can only grab one star from the table, and if they pick up a star, they cannot put it back down or change it for another star.

Since there are fewer stars than there are players, not everyone can grab a star.

4. Score points. After everyone has either picked a token or decided not to do so, players will earn or lose points as follows:

The player that has picked the big star for the right answer.



2 Points

The player that has picked the small star for the right answer.



1 Points

The player that has picked the big star for the wrong answer.



-2 Points

The player that has picked the big star for the wrong answer.



-1 Points

The Player (or players) that have not pick any stars.



0 Points

End of the Game

The game ends when one player reaches the determined target score (as indicated in the table on the right) and wins the game. If more than one player gets to that score in the same round, those tying players will play another round (using only the big stars), and whoever wins that round will be the winner of the game.

2 - 3 Players	4 - 5 Players	6 Players
30 Points	20 Points	15 Points

How to determine the correct answer?

There are six different items on the item dice:

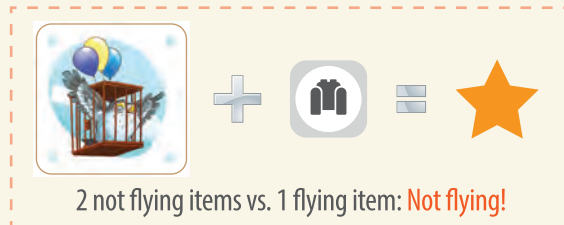
3 of the items make the animal **fly**:



3 of the items make the animal fall (**not fly**):




Fly and **Not fly** items work like opposite poles and cancel each other out. In order to find the correct answer, first you should compare the number of **Fly** and **Not fly** items (on both the card and the dice). Here are some example:



But if the number of **Fly** and **Not fly** items were equal, then check the animal itself. If it could fly the answer is **Flying**, otherwise the answer is **Not Flying**.




There are six different icons on the tools die that can change the correct answer:


 **Needle;** cancels (pops) all of the Balloons (both on the card and the item dice)

 **Cutters;** cancel (cut) all of the Chains (both on the card and the item dice)

 **Key;** cancels (opens) all of the Cages (both on the card and the item dice)

 **Fire;** cancels (burns) all of the Synthetic wings (both on the card and the item dice)

 **Switch;** turns all of the cold jetpacks on and all of the hot jetpacks off (both on the card and the item dice)

 **Reverse;** means that you should pick the star for the wrong answer (★ for **Flying** answers, and vice versa)

Remember that unlike other items, jetpack is not removed by the tools die, but is only turned on (**Flying**) or off (**Not flying**).



Cutters cancels both Chains. Wings and Balloons remains: **Flying!**



Match cancels the wings. The Cold jetpack remains: **Not flying!**



Key cancels both Cages, and chains cancels the balloons. Owl itself can fly: **Flying!**



Switch turns both hot jetpacks to Cold, so there are 2 Not flying items vs. 1 Flying item: **Not flying!**



3 Not flying items vs. 1 Flying item, but we have to pick the wrong answer: **Flying!**



Needle cancels both balloons, and chains cancels the wings. Rhino itself cannot fly: **Not flying!**



Hippodice Design Contest

Hippodice is one of the best-known and oldest competitions in the boardgame design society that is held annually at Germany. Many games have found their way to the shelves through this competition.

Fly or not! was awarded the 3rd prize among more than 400 prototypes that were submitted in 2019.

How it all began?

It was towards the end of 2016 when I finished the design and development of a mobile game called "Fly or not!" which was a casual game based on a traditional Iranian game of the same name. By the time I concluded that project, I decided to adapt its main idea into a tabletop version. After a few not very promising prototypes, the idea of a dexterity game that was played with dice came to me, which was well received in the playtests, and satisfied me with its charm and entertainment.

Time passed, until I submitted the game at Hippodice boardgame design contest in 2018. The game being awarded third place in the contest motivated me to work on it more seriously. With the help of the feedbacks from the contest team, I made some modifications to the game and added a few new ideas to it. At first I had intended to use the visuals from the mobile version, but that visual design didn't fit the changes I made to the tabletop version. So I decided to leave the illustration to the hands of Negar Motavali whose art style and color-palette I always admired.

The years-long travel of this game eventually came to an end in the summer of 2020 and "Fly or not?" found its way to your homes. I hope you enjoy the experience of this game with your beloved ones, just as much as I did enjoy its company.

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