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Created in 1997 by Cosmic Circle Games

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For web comics see <http://Sticknia.wordpress.com/>

Welcome to Sticknia - a world of chaos, battle, and unforeseeable strife! Sticknia... a realm where a handful of inhumanly powered beings fight for dominance. Led by the Overlords of the Cosmos, they engage their enemies in a mortal game of chess to vie for the title of Supreme Overlord.

The path to Supreme Overlord is simple. You must be the only remaining Overlord of Sticknia! Barter, bribe and bluff your way to the top in order to become victorious. Make friends with your enemies and find ways to destroy your friends.

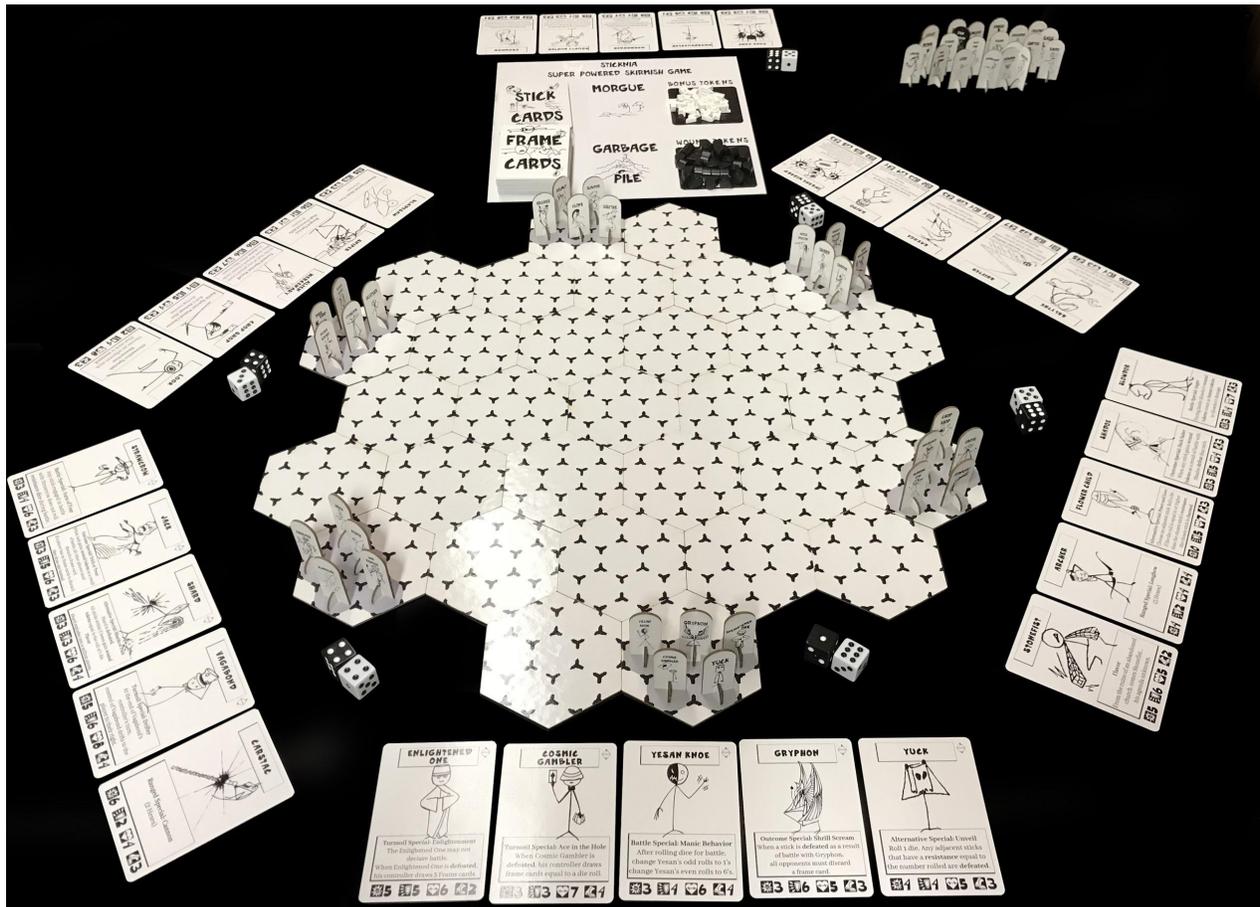
In Sticknia, the object of the game is to be the last player with any Sticks on the battleground. When you dominate the battleground and no one else is left standing, you are the ruling Overlord of Sticknia.

[Video Tutorial Link](#)

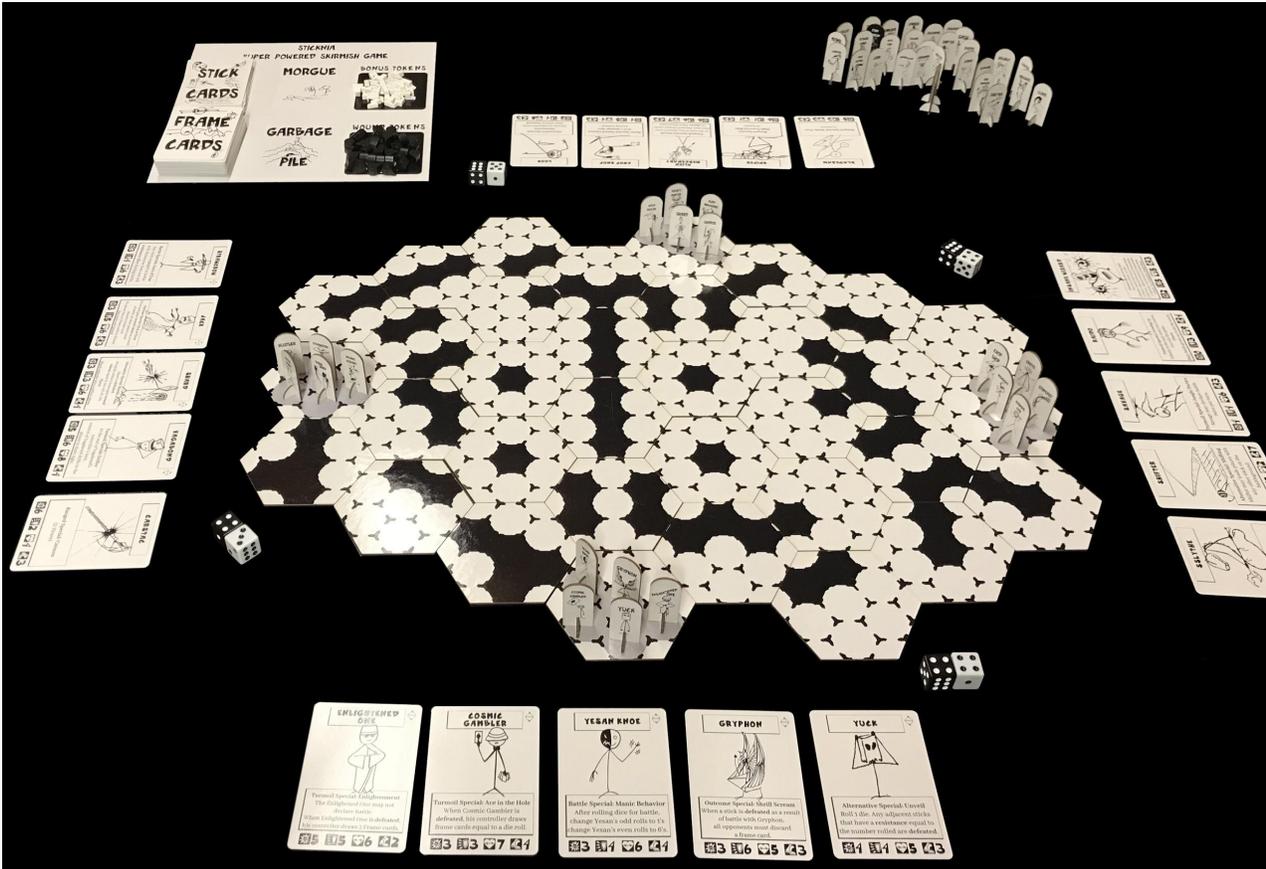
Setup

1. Shuffle the Stick cards and Frame cards separately. Place each deck on the board.
(The Morgue is the discard for Stick cards and the Garbage Pile is the discard for the Frame cards.)
2. Place the bonus tokens and wound tokens on the board.
3. Deal each player six Stick cards. Each player chooses one Stick card from the six they were dealt and passes the other five to their left. Players continue selecting one card at a time and passing left until all players have selected **five** Stick cards.
4. Create the battleground by arranging the hex tiles so that there is an equal number of hexes between starting points. How you arrange the battleground is up to you and can lead to some interesting scenarios. The hex tiles have two sides. On one side there are black (unpassable) hexes, that can make for a variety of battlefield configurations.
5. Find the Stick standees matching each player's chosen stick cards. All players place their Sticks on the battleground at their starting point. The starting points are the grey areas on the board.
6. Decide who goes first. This can be done in many ways - all players may hold a rock, paper, scissors tournament; debate who deserves to go first and why; hold a secret ballot; wait until someone says, "I'm going first"; or simply roll a die (highest wins).

Example Setup: 6 Player Open Battleground



Example Setup: 4 Player Maze Battleground



Game Play

1. Draw a Frame card

Each player draws a frame card at the beginning of their turn. Frame cards add powerful allies, battle effects, counters, implements, and turmoil for your team of Sticks to leverage. There is no hand limit for Frame cards. However, hoarding them is most likely a poor strategy. (See more in the Frame Card section.)

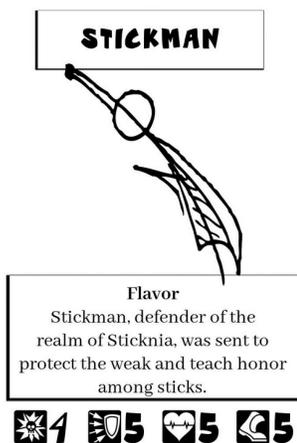
2. Move each Stick

After drawing a Frame card you may move your Sticks. Each Stick has a speed  virtue which defines the maximum number of hexes that Stick may move each turn. You are not required to move every Stick, nor are you required to move the full speed. You must finish your chosen movements for **ALL** Sticks before any actions, such as battle or alternative abilities, are performed. To make it easy to track which Stick has been moved, turn the Stick Card 90 degrees clockwise after moving it to show that you have completed its movement.

3. Wage battle(s)/ Use Stick abilities

This is the core part of each player's turn. Each Stick is allowed to execute some sort of action. They may declare battle or use some sort of alternate special ability. After moving Sticks, you should have a line of Stick cards turned sideways. As you take an action with a Stick, return the Stick card to its original upright position to show that it has acted this turn. Once all of your Sticks have completed any actions you wish to use, your turn is over.

Stick Cards



These cards represent the Sticks that each player controls. Each Stick card lists the four virtues at the bottom of the card, and any special abilities that Stick may possess. When a Stick is removed from the battleground, that Stick card is placed in the morgue.

Virtues represent the individuality of each Stick. They define how each Stick will affect the game as far as battle, movement, and survival. Every Stick is balanced in its usefulness toward conquering Sticknia. However, there are Sticks that are near useless in battle. These Sticks have special abilities to compensate for their lack of battle prowess.

1.  **Damage** is the base amount of damage that a Stick inflicts during battle.
2.  **Resistance** is the base amount of damage that a Stick is able to resist during battle.
3.  **Life** is the amount of wounds a Stick may sustain before it is defeated and removed from the battleground.
4.  **Speed** is the maximum number of hexes a Stick may move each turn.

Special Abilities

Some Sticks possess special abilities. These special abilities affect the game in many ways. They can change the outcome of battle, affect frame cards, heal other Sticks, and even single handedly win the game. Some abilities have keywords such as Stunned, Charmed, or Defeated. These terms are explained in the glossary.

The abilities are divided into these classifications:

1. **Battle Specials** - Battle specials are used only during battle. These specials enhance the Stick during that battle.
2. **Outcome Specials** - These specials are specials that happen as a result of battle. Outcome specials take effect after a battle is resolved and any resulting damage tokens have been placed on Sticks.
3. **Range Specials** - Range specials are the ability to battle with another Stick from range. When using a ranged ability your Stick cannot be adjacent to its opponent. Resolving range battle is described below.
4. **Alternative Specials** - These specials are used as an alternative to battle. Alternative abilities are just that, “an alternative”. You may not use a Stick’s alternative ability and declare battle with that Stick in the same turn. Alternative specials can only be used during your turn and only once per turn. In a case where a frame card has granted an alternative ability to a Stick who already has an alternative ability, only one special may be used per turn.
5. **Turmoil Specials** - Turmoil specials are varied in nature. Some turmoil specials are triggered by events in the game. Other turmoil specials are permanent abilities that allow a Stick to affect the game differently. Because of the diversity of turmoil specials, each special is thoroughly explained on the Stick card.
6. **Flavor** - Cards with the “Flavor” heading have no special abilities. However, we added some fun flavor text for players to enjoy instead.

Frame Cards

Frame cards represent the action that happens in the game (like the frames in a comic book). Each player draws a frame card at the beginning of their turn. No frame card may be played during the resolution of another frame card or a Stick's special ability. Frame cards are resolved in the order that they are played. The only exception to this rule is counter cards which can cancel the effects of a frame card or a special ability.

Once a frame card is played, it is put into the Garbage Pile. Some frame cards, such as implements and a few allies, are not put into the Garbage Pile until they or the Stick they affect is removed from the battleground. Once these cards are successfully played (successful meaning not countered when played) they are no longer considered frame cards until they are placed into the Garbage Pile. They are considered Stick cards (for allies) or a permanent addition to a Stick card (for implements).

NOTE: Some Frame and Stick cards have a Cosmic Circle icon  in the top right corner. Removing these from the game during setup will take some of the chaos out of the game and limit the impact that cards have on the outcome.

Frame cards come in five types:

1. Ally Frame Cards - Ally frame cards grant players additional Sticks to help dominate the battleground. When playing an ally card, the new Stick is placed in any hex within your starting point. All ally cards may be countered. Ally cards may **not** be played during battle.

2. Battle Frame Cards - The purpose of battle cards is to temporarily change die rolls and virtues of the Sticks doing battle. Battle frame cards may **only** be played during battle.

3. Counter Frame Cards - Counter frame cards are used to prevent the effects of other frame cards. When a frame card is countered, it is put into the garbage pile without having any effect on the game. Counter cards may be played at any time even during battle or before a frame card is resolved.

4. Implement Frame Cards - These cards are assigned to a Stick when they are played and remain assigned to that Stick until the Stick is removed from the battleground. Implements are placed underneath the Stick cards they are assigned to, so that all players may see its text.

Implement frame cards are used to change a Stick's virtues or grant a Stick some special ability. Any special ability gained from an implement card is treated as a Stick's special ability. Implement cards may **not** be played during battle.

5. Turmoil Frame Cards - Turmoil frame cards are the most powerful cards of the game. These cards can affect other cards, players, and Sticks. Due to the variety of turmoil cards, it is difficult to summarize each of their effects; therefore, the text on each card is very specific about what each card means. Turmoil cards may **not** be played during battle.

STICK DRAGON

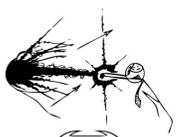


ALLY

Play as the last card this turn.
Place the Stick Dragon into your starting area.

7 7 7 7

POWER BLAST



BATTLE

Add 5 to any stick's damage for this battle.

5

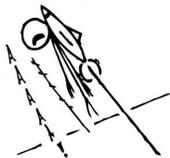
NO



COUNTER

Play after any player plays a frame card.
That card has no effect and is discarded.

JET PACK



IMPLEMENT

Assign this card to any stick.
That stick adds 4 to its speed.

4

TAXING THE MASSES



TURMOIL

Play as the first card this turn.
All other players discard a frame card.

Battle

Battle is the most useful way to dominate the battleground. By defeating your opponents' Sticks and removing them from the battleground, you become the Overlord of Sticknia.

Battle frame cards may be played at any time during battle. Any player, including players not involved in the current battle, may play battle cards to influence the outcome. They are played in the same way as other frame cards and resolved in the order that they are played. Battle abilities are thoroughly explained on each Stick card.

Adjacent Battle

Adjacent battle begins with the acting player declaring that one of their Sticks is going to fight an opponent's Stick. The two Sticks **MUST** be in adjacent hexes for adjacent battle. Once battle has been declared, only battle or counter frame cards can be played during battle. A battle is over when both Sticks involved have confirmed and placed damage tokens. There will be battles in which neither Stick gains damage tokens due to bad die rolls or good resistance virtues. Adjacent battle is conducted as follows:

1. Declaration of battle - The acting player declares a battle between his/her Stick and an opponent's Stick.
2. Die Rolls - Both players roll a black die and a white die.
3. Battle Cards/Specials - All battle specials of the Sticks involved in the battle are resolved. Likewise, all bonuses from battle frame cards being played for the battle are resolved.
4. Tally Resistance Totals - Each player adds the number on their white die to the resistance virtue of their Stick and any bonuses from cards or abilities.
5. Tally Damage Totals - Each player adds the number on their black die to the damage virtue of their Stick and any bonuses from cards or abilities..
6. Resolve Battle - Each player subtracts their Stick's resistance total from the damage total of the other player's Stick to determine the amount of damage tokens to be added. Any negative numbers are treated as zeros in Sticknia.
7. Gain Damage - After each player has subtracted the resistance total from the damage total, the difference remaining (if any) is the number of damage tokens added to that Stick. If the number of damage tokens on a Stick is equal to or greater than the life virtue of that Stick, remove that Stick from the battleground.



Ranged Battle

Ranged battle begins with the acting player declaring that one of their Sticks is going to do battle with an opponent's Stick. The two Sticks MUST be at least one hex apart for ranged battle. Each Stick with a *range special* will state on the Stick card its maximum range of hexes. To determine if an opponent's Stick is within range of a Stick using a *range special*, treat the stated range as if it were a speed virtue. If your Stick, using its range as speed and traveling in a straight line would not be able to move into the same hex of your opponent's Stick that Stick is considered out of range. (Note: If using the alternate board configurations you may not use a ranged special to attack a stick who is blocked by the black impassable spaces.) Once battle has been declared, only frame cards that can be played during battle may be played. A ranged battle is over when the resisting Stick has confirmed and placed any damage tokens. Ranged battle is conducted as follows:

1. Declaration of battle - The acting player declares a ranged battle between his/her Stick and an opponent's Stick which is within the range of his/her Stick with range special ability.
2. Die Rolls - The acting player rolls one black die and his/her opponent rolls one white die.
3. Battle Cards/Specials - All battle specials of the Sticks involved in the battle are resolved. Likewise, all bonuses from battle frame cards being played for the battle are added or subtracted.
4. Tally Resistance Total - The acting player's opponent adds the number on their white die to the resistance virtue of their Stick and any bonuses from cards or abilities.
5. Tally Damage Total - The acting player adds the number on their black die to the damage virtue of their Stick and any bonuses from cards or abilities.
6. Resolve Battle - The acting player's opponent subtracts his/her Stick's resistance total from the damage total of the acting player's Stick to determine the amount of damage tokens gained. Any negative numbers are treated as zeros in Sticknia.
7. Gain Damage - After the acting player's opponent has subtracted the resistance total from the damage total, the difference remaining, if any, is the number of damage tokens added to that Stick. If the number of damage tokens on a Stick is equal to or greater than the life virtue of that Stick, remove that Stick from the battleground.



Victory Conditions

The easiest way to explain victory is to first explain defeat. A player is defeated when all of the Sticks in their team are removed from their control. Once your last Stick is removed from your control you are out of the game. You may not play any frame cards once you are out of the game. If you can prevent the other players from gaining control or defeating your last Stick by using frame cards, Stick specials, bartering, trickery, begging, guilt, or bribery do so because as soon as you lose control of your last Stick the game is over for you.

This brings us to the Victory Condition. To win, just be the last player with at least one Stick under your control on the battleground.

In some cases, all players will find themselves without a Stick under their control. This can happen from the effect of a frame card or a special. If this happens, everyone loses.

Game Variations

Below are some of the variations that the designers enjoyed during play testing, we hope you enjoy them as well. Play the game however it is the most fun to you. Combine these variations with each other if you see fit or create your own variations. The bottom line is to have fun.

Quotes of Confidence - If using this variation Frame Card titles must be read aloud before the card is played or it is put into the garbage pile without any effect on the game. Much like the anime and fighting video game power ups such as “Tiger Punch!”, you must declare with confidence the title of the card for it to have an effect on the game.

Sudden Death - As the name implies, this variation rarely lasts very long. Each player is dealt their normal amount of Sticks but is also dealt five to seven Frame cards. Once the first player is determined, game play is as normal.

Selected Stick Teams - Deal each player 10 Stick cards at the beginning of the game instead of 6 cards to draft. Each player then chooses 5 Sticks to use and shuffles the remainder into the Stick Deck. The game is then played as normal.

Random Reinforcements- Label the starting points 1 to 6 with small pieces of paper. The game is played as normal for the first round. Beginning with the second round, a Stick card is drawn at the beginning of each round. The Stick is placed in a random starting point (which should be labeled 1 to 6) decided by the roll of a die that player just gained a random reinforcement.

Bonus Frame Cards - (Six player game only) Player 1 draws a frame card at the beginning of his/her turn and at the beginning of player 4's turn. Player 2 draws a frame card at the beginning of his/her turn and at the beginning of player 5's turn. Player 3 draws a frame card at the beginning of his/her turn and at the beginning of player 6's turn. Player 4 draws a frame card at the beginning of his/her turn and at the beginning of player 1's turn. Player 5 draws a frame card at the beginning of his/her turn and at the beginning of player 2's turn. Player 6 draws a frame card at the beginning of his/her turn and at the beginning of player 3's turn. This variation of the game allows for the game to flow better in a six player game and to break the monotony of waiting for your turn again.

Glossary

Acting Player: - The acting player is simply the player that is taking their turn.

Alternative Specials - These specials are used as an alternative to declaring battle. A Stick may either use an alternative special or declare battle, but not both in the same turn.

Battle - There are two types of battle in Sticknia: Adjacent and Ranged.

- Adjacent Battle - Hand to hand/melee battles that require two Sticks to be in adjacent hexes. This is the most common battle type.
- Ranged Battle - Battle that is a result of a Stick using its range special. Sticks may NOT be in adjacent hexes.

Battle Specials - These specials enhance the way a Stick does battle.

Battleground- Hexagon shaped board on which the battles are waged.

Bonus Tokens - Used to track ongoing bonuses given by cards.

Damage - One of the four Stick virtues, and the base amount of damage that a Stick inflicts during battle.

Damage Die - The black die used in battle to be added to the damage virtue.

Damage Total- The final tally of all damage for a Stick during one battle.

Frame Cards - The most random element of Sticknia.

- Ally Frame Cards - Grants a player additional Stick(s) to help dominate the battleground.
- Battle Frame Cards - Cards that affect battle, only playable during battle.
- Counter Frame Cards - Used to prevent the effects of another card and playable at any time.
- Implement Frame Cards- These are cards assigned to a Stick when they are played. Implements are placed under the Stick it is assigned to, so that all players may see its text. Implement cards are used to change the virtue of a Stick or grant a Stick some special ability. Implement cards may not be played during battle.
- Turmoil Frame Cards - These cards can affect other cards, players, and Sticks. Turmoil cards may not be played during battle.

Garbage Pile - This is the discard pile for the frame cards.

Hexes - These are the units of measurement used on the Sticknia battleground.

Keywords - Some cards have bolded text such as **Stunned**. These keywords represent the rules below

- Charm - Take control of the stick. Move the stick card in front of you.
- Defeated - This most commonly happens when a Stick has wound tokens equal to or greater than its Life virtue and is removed from the Battleground. However, some cards use this keyword to automatically defeat a Stick regardless of wound tokens.
- Stunned - Lay the Stick standee down. The only action that Stick may take during your turn is to stand it back up. It may not move or take other actions. It may roll for battle if others declare battle against it.

Life - The third virtue of each Stick. This is the amount each Stick may sustain before it is removed from the battleground.

Movement - The sequence of play before battle. All Sticks that are going to be moved must be moved before battle is declared.

Morgue - This is the discard for the Stick cards.

Outcome Specials - These special are special that happen as a result of battle.

Range Specialist - Range Special are the ability to battle with another Stick from range. There must be at least one hex between the two Sticks, otherwise it is considered an adjacent battle.

Resistance - The second virtue of each Stick. It is the amount of damage that Stick can resist during battle.

Resistance die - The white die used in battle to be added to the resistance virtue.

Resistance Totals - The final tally of all resistance for a Stick during one battle.

Starting Point - This is the grey place on the battleground in which each player places their Sticks.

Speed - The fourth virtue which indicates the amount of hexes that Stick may move each turn.

Stick - These are the character standees in which the players use to conquer Sticknia.

Stick Cards - These cards represent the Sticks that each player controls. Each Stick card lists the four virtues and any special abilities that Stick may possess.

Turmoil Specials - Turmoil varies in nature. Some are triggered by the events of the game. Some are permanent abilities that allow a Stick to affect the game differently. Each turmoil is thoroughly explained on the Stick card.

Turn - There are three sequences in every turn; Draw a frame card, move, and battle.

Virtue- Are the numerical characteristics of each Stick - Damage, Resistance, Life and Speed.

Wound Tokens - Used to track how many wounds a Stick has sustained. When the wound tokens are equal to or greater than a Stick's Life virtue, that Stick is defeated.