

POWER RANGERS

DECK-BUILDING GAME



FLYING HIGHER

EXPANSION

RULEBOOK

POWER RANGERS™

DECK-BUILDING GAME

IN SPACE AND BEYOND!

This expansion has everything you need to set controls to outer space and fly higher than ever before. Zordon is in danger and the Rangers must protect him at all costs! Meanwhile, Dark Specter casts a long shadow over the universe and seeks to conquer anything and everything that stands in his way. Both Heroes and Villains will be looking to Search for more options to buy or battle each turn, but watch out when you do. With **two** new ways for the Villains to suddenly seize victory, the Rangers will have their work cut out for them!

COMPONENTS



32 Main Deck Cards



11 Oversized Character Cards



11 Signature Item Cards



12 Astro Blaster Cards



6 Zord Cards



5 Master Cards



1 Astro Megazord Card



1 Megazord Card
(Double Sided)



1 Oversized Zordon Card



1 Oversized Dark Specter Card



1 Oversized Search Rules Card



10 Conquest Tokens

SETUP

This is not a stand-alone expansion, so you will need to pair it with either the *Core Set* or *Zeo*. To do so, remove every duplicate Hero, Villain, Equipment, and Maneuver from your chosen main deck. Then, shuffle the new *Flying Higher* main deck cards into the main deck you just modified. This will leave you with a main deck of around 70 cards. You can also mix in cards from any other sets, but if you do, you should remove some cards to keep the main deck at 80 cards or fewer.

For your first few games of *Flying Higher*, we recommend that you use only the Heroes, Villains, and Astro Blasters (replacing the Blade/*Zeo* Blasters) found in the *Flying Higher* expansion. Later, you can mix things up as much as you want. It is also recommended that you don't add any additional Master cards from other sets: Just use the 5 from this expansion.

When playing with *Flying Higher* cards, the Hero players should place the oversized Zordon card next to The Zord Bay and **set their starting Energy at 15**. The Villains should place the oversized Dark Specter card near The Lair. Place the Conquest tokens near Dark Specter, but not on the card. Lastly, place the oversized Search card next to the main deck so players can quickly reference the Search rules.





NEW CONCEPTS

Search

Part of the *In Space* storyline revolves around the search for Andros' sister and the captured Zordon. Meanwhile, Dark Specter is searching for new worlds to conquer. This exploration and expansion is represented in the game as "Searches." Players may perform **one** Search during each of their turns, and may perform additional Searches if a card allows.

To perform a Search, flip the top card of the main deck face up during your turn.

When you Search, you may be subject to a surprise attack!

Hero Player: If you reveal a Villain with an Attack ability, resolve that Attack against yourself.

Villain Player: If you reveal a Hero or Villain with an Attack ability, resolve that Attack against yourself.

These "Search Attacks" do not use any Energy - they just happen. The Attack is not an attached card and it is not controlled by any player. You may activate a Block (attached or in your hand as usual) to negate a Search Attack if you wish. For example, an Astro Blaster in hand may be discarded to Block a Search Attack for 0 Energy. Pretty handy!

After you have survived the Search Attack, if there is one, you may buy the card you revealed **no matter what the card type is.** If you don't wish to buy an adversary revealed this way, you may Battle it instead as if it were in The Grid.



- If you buy the card you revealed via Search, you may immediately attach it to your character if you have a matching empty slot.
- Heroes and Villains bought via Search may attach to either Hero or Villain slots.
- Buying certain cards via Search can add or remove Conquest tokens from Dark Specter (covered in the next section).

After refilling The Grid at the start of your turn, if the card top card of the main deck is face up, discard it into the main deck discard pile. This means that if no new cards enter The Grid, a card revealed via Search during the previous player's turn goes away.

Additional Rules for Searching

- You are the only target of the Search Attack, even if it could normally target multiple players.
- Only the Searching player may Block a Search Attack, even if that Attack deals general damage to your team.
- Ignore all “If negated” effects on Search Attacks and ignore any game text calling for the Attack card to be discarded.
- Gaining the top card of the main deck, with Baboo for example, does not allow you to attach it immediately. Instead, a card gained in this way goes to your discard pile as usual.
- An ability that says “Perform a Search” grants a Search in addition to your free Search that turn and must be resolved immediately.
- A face-up card on the main deck is not part of The Grid.



Example: On Scheming Ecliptor's turn, he decides to use his one free Search. He flips the top card of the main deck face up, revealing Bulk & Skull. Since it's a Hero its Attack hits Ecliptor, which reads "**Attack:** Steal 2 Energy." Ecliptor doesn't have a Block attached or in hand, so he reduces his Energy pool by 2. The lost Energy does not go to the Hero team, as they did not make the Attack.



Ecliptor plays his cards and decides to buy an Astro Blaster to protect against future Search Attacks. Then he also buys Bulk & Skull. Since he is buying the card via Search, he attaches it directly to his character ... and to a Villain slot no less! Ecliptor's character ability triggers and he steals 1 Energy from the Heroes. Also, when a Villain buys a Hero via Search, 1 Conquest token is placed on the Dark Specter card. Not bad!

Dark Specter and Conquest Tokens

Dark Specter is seeking out allies and new worlds to conquer and Searching for them is one way to achieve that goal. Buying Master cards is another way to gain the ultimate power that will be required to conquer all. The Heroes can use Search to try to protect some Locations from Dark Specter's evil plans.



- When a Villain player buys or gains a Master, put 1 Conquest token on Dark Specter.
- When a Villain player buys a Hero, Villain, or Location they revealed via Search, put 1 Conquest token on Dark Specter.
- When a Hero player buys a Location they revealed via Search, remove 1 Conquest token from Dark Specter.



These last 2 bullets are found on the Search Rules Card.

If a card or ability allows you to “gain” a card revealed via Search, no Conquest tokens are awarded or removed.

Conquest tokens accumulate on the Dark Specter card. There are two milestones the Villain players are trying to reach with Conquest tokens:

- **5+ Conquest tokens:** The Villains pay 1 less Energy to activate their character abilities and also pay 1 less Energy to activate Blocks, whether attached or in their hand. *Character abilities are only the abilities printed on your character card, and not any attached cards.*
- **10 Conquest tokens:** The Villains instantly win the game!



Zordon

Zordon is in danger and the Rangers must find him before his Energy runs out!

- The Heroes start the game with 15 Energy and have a maximum of 15 Energy while Zordon is in play.
- If the Heroes' Energy drops to 0 while Zordon is in play, the Villains instantly win the game!

As a last resort, it may be necessary for a Hero player to activate Zordon's Z-Wave ability, which will set the Villains back for a while.



Z-Wave - Destroy 2 cards attached to your character card and remove Zordon from the game: Each foe discards all Villains and Masters attached to their character. Then remove 2 Conquest tokens from Dark Specter.

This is not an Attack, so it cannot be negated. Zordon's sacrifice allows the Heroes to store up to 20 Energy going forward (but does not instantly give them any extra Energy).



Teenager Energy Abilities

The Teenager side of each Ranger features an Energy payment ability, which has the same rules as a Ranger payment ability (once during your turn, etc.). The Teenagers will have Energy to spend immediately, courtesy of Zordon. Just beware that if you get too low on Energy, the Villains might be able to drain the last of your Energy and instantly win the game!

Using These Cards with Other Sets

You are free to use these cards with the *Core Set*, *Zeo*, *Omega Forever*, and *RPM*. If you choose to incorporate elements of *Flying Higher*, you should use all of the new elements: Search, Dark Specter, and Zordon. Naturally, the Astro Blasters will help avoid some Search Attacks, but feel free to mix things up!

SPECIFIC CARD CLARIFICATIONS

Astro Blaster: This is the perfect sidearm for anyone with a penchant for Searching. As a Basic card, you won't be able to attach this card to your character, but an Astro Blaster in your hand may be discarded to negate a Search Attack.

When you play this card for its Shards, you may spend those Shards and then later during that same turn destroy it to activate your attached Signature Item at no Energy cost. After your Signature Item effect has resolved, you may discard it. This allows you to attach a new, ready card, which may be activated that same turn.

Black Space Ranger, Lunar Lance,

Mega V2: These cards have multiple Attacks in their game text. Each Attack is a separate event, so a single Block will only Negate one of the Attacks listed.

Blue Space Ranger: The Location that is discarded is not counted among the “Locations you control,” as you no longer control it.

Darkonda (Oversized Character): When you gain an Equipment revealed via Search, it goes to your discard pile.

Darkonda (Master): Resolve the entirety of the Search, including any Search Attack, before performing this Attack.

Energy Absorption, Heavy Armor:

These cards use the “**Attachment**” keyword, which means: “This card’s text is active while it is attached to your character.” There is no cost to activate these cards, but the text will tell you when to apply their effects. Their effects can trigger multiple times during a single turn. Do not exhaust the card when the ability triggers.





Forcefield Grenade: You may also activate this Block to negate an Attack that targets a single member of your team.

Heavy Armor: When attached to your character, this card will reduce the damage from Attacks such as Search Attacks and Attacks launched by your foes. Damage from adversaries in The Grid is not an Attack. Damage targeted to your teammate is not reduced by this card, but general damage that is not targeted is reduced by this card (including untargeted Search Attack damage your teammate suffers).

Let's Rocket: Note that most damaging Attacks do not target a player, so this does not prevent those types of Attacks. The affected Attacks include the text “target foe” or something similar.

Mega V3: The redirected Attack is still a Search Attack, so it may only be Blocked by the targeted foe.

Psycho Rangers (Master): You may pay the 2 Energy to activate this Attack at any time during your turn, if you wish to activate it.

Red Space Ranger: If the top card of the main deck is face up, flip it face down before shuffling the deck.

Yellow Space Ranger: The draw and reveal happens before the Attack, even when it resolves as a Search Attack.

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