

PIXEL TACTICS

Players: 2

Play Time: 30~60m

Weight: Heavy

Genre: Classic Video Game

Game Type: Battlefield Tactics

*The Pixel Wars have begun!
Choose your leader and take to the field of battle, deploying heroes and using careful planning and strategy to seize victory from your opponent!*

Pixel Tactics is a Head-to-Head tactical battle for two players. Each player will create a battle team called a unit, which consists of a leader and up to eight heroes, and these two units will meet on the field of battle.

MATERIALS

Two 25-card decks

Some damage counters (it is good to have both ones and fives)

One Current Wave Marker

A single game consists of 3 or 5 matches. A match consists of any number of rounds, and each round is broken down into three waves.

First, let's take a look at the cards. Each card has 3 different ways it can be used:



A **Leader** is played at the beginning of the match, and provides its bonuses passively to the entire unit. Leaders are always in the flank wave of the unit.

An **Order** is played from your hand as a one-time effect. Orders are powerful, but they go away after resolving, so saving them or using them at the right moment is critical. The order is the fourth box (purple) on a hero's card.

A **Hero** is played during combat using the recruit action. Heroes have different abilities based on where they stand in relation to their leader.

Vanguard Heroes are those in front of the leader. These often have defensive or offensive abilities. They are able to use their Vanguard Powers (the first/red power).

Flank Heroes are those on either side of the leader. These usually offer improvements to their allies or tactical abilities. They are able to use their Flank Powers (the second/green power).

Rear Heroes are those behind the leader. These usually give support abilities or have ranged attacks. They are able to use their Rear Powers (the third/blue power).

MATCH SETUP

To start a match of Pixel Tactics, each player shuffles his or her deck together and draws a hand of 5 cards. He turns these upside down so that their leader sides are visible, and selects one to be the leader for his unit.

Both players select their leaders secretly, then reveal them at once. The leader now forms the core of the unit, standing in the center of eight slots which may eventually hold heroes.

To the left, you can see two units ready to do battle. The leader always stands at the center of the unit.

COPYCAT!

If both players reveal the same leader, put both of those leaders on the bottom of their decks and each player draws one card. Pick new leaders and reveal again.

OBJECTIVE

The game ends when one or both leaders are defeated (that is, they have taken damage equal to or greater than their leader life totals). Your goal is to defeat your opponent's leader before he can do the same to you.

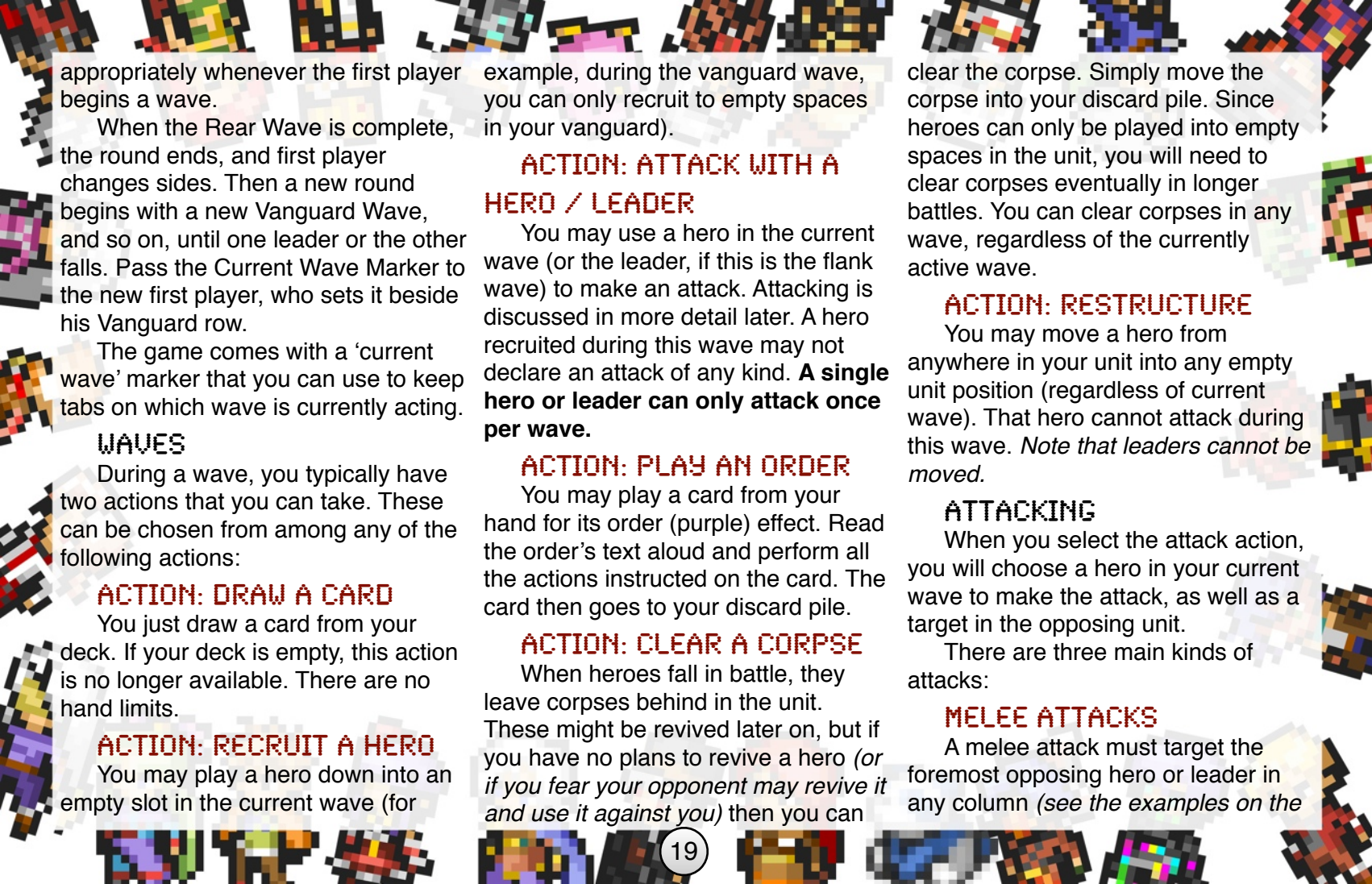
GAME FLOW

The game takes place in rounds, and each round consists of three waves for each player.

Randomly determine which player will take the first wave. This begins that player's **Vanguard Wave**. During a wave, the first player takes two actions, and then the second player takes two actions. Place the Current Wave Marker beside the first player's Vanguard row.

Once both players have completed two actions, the game moves onto the **Flank Wave**. Once both players complete two actions during a Flank Wave, they move on to the **Rear Wave**. Move the Current Wave Marker





appropriately whenever the first player begins a wave.

When the Rear Wave is complete, the round ends, and first player changes sides. Then a new round begins with a new Vanguard Wave, and so on, until one leader or the other falls. Pass the Current Wave Marker to the new first player, who sets it beside his Vanguard row.

The game comes with a 'current wave' marker that you can use to keep tabs on which wave is currently acting.

WAVES

During a wave, you typically have two actions that you can take. These can be chosen from among any of the following actions:

ACTION: DRAW A CARD

You just draw a card from your deck. If your deck is empty, this action is no longer available. There are no hand limits.

ACTION: RECRUIT A HERO

You may play a hero down into an empty slot in the current wave (for

example, during the vanguard wave, you can only recruit to empty spaces in your vanguard).

ACTION: ATTACK WITH A HERO / LEADER

You may use a hero in the current wave (or the leader, if this is the flank wave) to make an attack. Attacking is discussed in more detail later. A hero recruited during this wave may not declare an attack of any kind. **A single hero or leader can only attack once per wave.**

ACTION: PLAY AN ORDER

You may play a card from your hand for its order (purple) effect. Read the order's text aloud and perform all the actions instructed on the card. The card then goes to your discard pile.

ACTION: CLEAR A CORPSE

When heroes fall in battle, they leave corpses behind in the unit. These might be revived later on, but if you have no plans to revive a hero (*or if you fear your opponent may revive it and use it against you*) then you can

clear the corpse. Simply move the corpse into your discard pile. Since heroes can only be played into empty spaces in the unit, you will need to clear corpses eventually in longer battles. You can clear corpses in any wave, regardless of the currently active wave.

ACTION: RESTRUCTURE

You may move a hero from anywhere in your unit into any empty unit position (regardless of current wave). That hero cannot attack during this wave. *Note that leaders cannot be moved.*

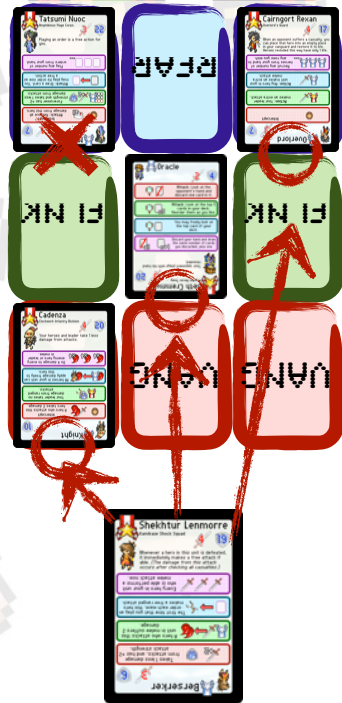
ATTACKING

When you select the attack action, you will choose a hero in your current wave to make the attack, as well as a target in the opposing unit.

There are three main kinds of attacks:

MELEE ATTACKS

A melee attack must target the foremost opposing hero or leader in any column (*see the examples on the*



Example: Shekhtur only has a melee attack (like most leaders), so she can attack the foremost hero in a column. In this case she could hit Seth (the opposing leader), his Illusionist, or his Overlord. She would not be able to hit the Mystic, who is protected by the vanguard-row Knight.



Melee attacks can only be made by the foremost card in a column. In this example, only the cards with O's are capable of declaring melee attacks. The others (who have X's) aren't positioned to perform melee attacks. The O units are considered to be 'in melee'.

next page). A melee attack does damage to the target equal to the attacker's power. All heroes and leaders are capable of making melee attacks. A melee attack cannot be used if a friendly hero or leader is standing in front of the attacking card. A hero or leader is considered to be 'in melee' if it is capable of making and

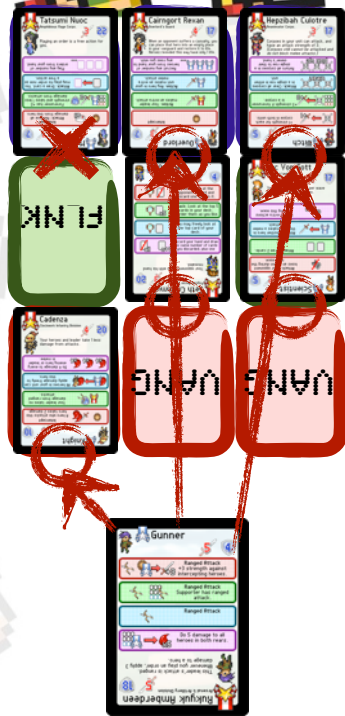
ROUND 1 CEASEFIRE

No matter what, heroes and leaders cannot use attacks of any kind during the first round of play. This includes attack powers and orders that provide extra attacks.

receiving melee attacks.

RANGED ATTACKS

Ranged attacks can target any hero or leader, regardless of their position in the column. Cards with ranged attacks can fire over other allies and enemies. Only heroes with the 'Ranged Attack' ability are capable of making ranged attacks.



Example: The Gunner has a ranged attack, so he can fire over heroes and leaders. In this case, he could hit the Witch (rear right side) by shooting over Seth's Scientist, or hit the Overlord by shooting over Seth himself. Seth's Knight has the 'Intercept' ability, and thus even the Gunner cannot shoot over it.

Ranged attacks do damage equal to the attacker's power, just like melee attacks.

INTERCEPTING RANGED

A few heroes have the ability 'Intercept', which means that enemy ranged attacks cannot pass over them. This makes them especially useful for protecting your rear and flank heroes, as well as your leader.

ATTACK POWERS

Some heroes (especially rear heroes) have special powers that occur instead of attacking. For example, a hero may say '*Attack: the opponent discards a card*'. These are optional alternate attacks that can be used in place of a melee or ranged attack. **They still count as attacks, so you can't use them more than once in a wave**, and the same hero cannot use both their attack power and a melee/ranged attack. Attack powers do not do damage, unless they specifically say otherwise.

REACTIONS

Some effects take note of 'when a hero attacks this unit/hero'. Attack Powers are not considered to be 'attacking a unit' or 'attacking a hero'.

Some effects trigger 'when you play an order'. These effects don't kick in until the order has completely resolved.

PASSIVE POWERS

Other than Attack Powers (*those that say 'Attack: ...'*), all hero powers are constantly active, and work as soon as they become relevant.

CASUALTIES

When a hero or leader is hit with an attack, place damage counters on it to show how much damage it has taken.

At the end of each wave, casualties are checked. Any hero with damage equal to or exceeding its life is considered defeated.

A hero with lethal damage (damage equal to or beyond its life total) can continue to fight, act, and be



healed throughout a wave. Only at the end of a wave are casualties determined.

When a hero is defeated, all damage is removed from it, and it is flipped face-down, becoming a **corpse**. Corpses cannot attack, they do not block melee attacks, and new heroes cannot be played on top of them. Only by clearing a corpse can you play a new hero into its position.

Some effects can revive corpses, and one leader can even use them to attack, so it's not always necessary to clear every hero that falls. Sometimes it's advantageous to keep them around.

ROUT

If a leader has damage exceeding its life total at the end of a wave, the entire unit is **in rout** (*a disorderly retreat*), and the match ends. The player who still has a standing leader is considered the winner of the match.

The player whose leader remains standing claims the defeated leader and his own leader and sets these two

cards to the side in a face-down stack to create a trophy. They will not be reshuffled back into the deck during future matches of this game.

TIES

If both leaders fall during the same wave, the army with the most remaining heroes is declared victorious. In the event of a tie here, the match is a **tie**.

A tie counts as a win for both players, and each player claims his own leader as a trophy.

A tie cannot be used to win the game. For example, if a player already possesses two trophies in a best-of-5 game, his third trophy cannot be claimed in a tie, even if his opponent can still claim a trophy from the tie.

THE NEXT MATCH

A typical game plays best of three or five trophies—whichever number the players have agreed upon. The first player to claim two trophies in a best

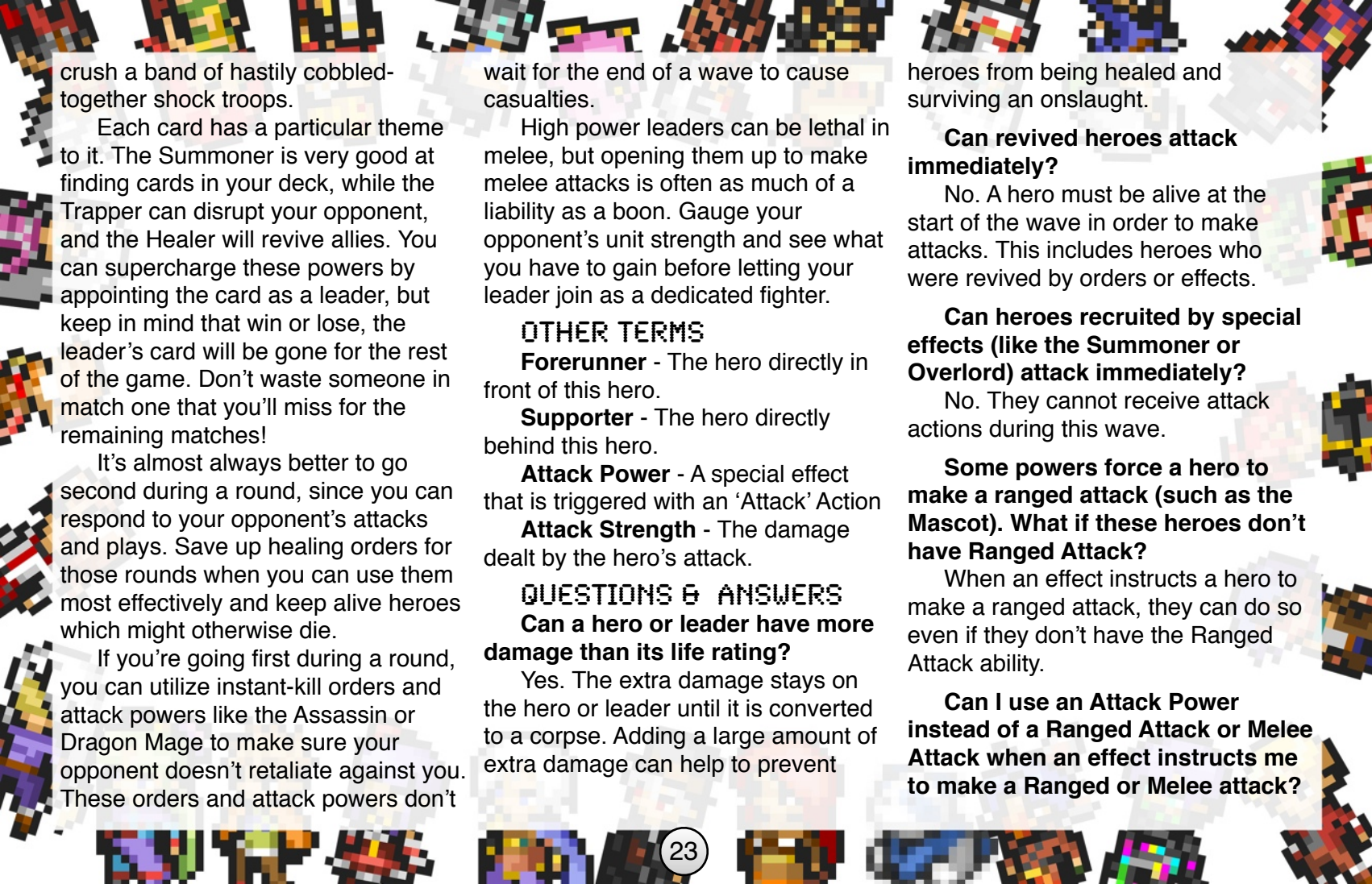
of three game, or to claim three trophies in a best of five game, is declared the winner of the game.

If no player has won the game after claiming trophies, proceed to the next match. From here on out, both players' decks will be one card smaller. **In addition, for each trophy your opponent possesses, you draw one additional card at the start of the game, before selecting leaders.** This slight card advantage will give you more control over your leader selection, and give you a head start on army building.

The player who won the previous match is always the first player at the start of the next match.

TIPS AND TRICKS

While it's usually a good idea to set up interceptors to protect your leader, you don't always need to roll out an entire army on the first round. If you take time to draw a few times instead, you can form a much more cohesive and structured unit with the synergy to



crush a band of hastily cobbled-together shock troops.

Each card has a particular theme to it. The Summoner is very good at finding cards in your deck, while the Trapper can disrupt your opponent, and the Healer will revive allies. You can supercharge these powers by appointing the card as a leader, but keep in mind that win or lose, the leader's card will be gone for the rest of the game. Don't waste someone in match one that you'll miss for the remaining matches!

It's almost always better to go second during a round, since you can respond to your opponent's attacks and plays. Save up healing orders for those rounds when you can use them most effectively and keep alive heroes which might otherwise die.

If you're going first during a round, you can utilize instant-kill orders and attack powers like the Assassin or Dragon Mage to make sure your opponent doesn't retaliate against you. These orders and attack powers don't

wait for the end of a wave to cause casualties.

High power leaders can be lethal in melee, but opening them up to make melee attacks is often as much of a liability as a boon. Gauge your opponent's unit strength and see what you have to gain before letting your leader join as a dedicated fighter.

OTHER TERMS

Forerunner - The hero directly in front of this hero.

Supporter - The hero directly behind this hero.

Attack Power - A special effect that is triggered with an 'Attack' Action

Attack Strength - The damage dealt by the hero's attack.

QUESTIONS & ANSWERS

Can a hero or leader have more damage than its life rating?

Yes. The extra damage stays on the hero or leader until it is converted to a corpse. Adding a large amount of extra damage can help to prevent

heroes from being healed and surviving an onslaught.

Can revived heroes attack immediately?

No. A hero must be alive at the start of the wave in order to make attacks. This includes heroes who were revived by orders or effects.

Can heroes recruited by special effects (like the Summoner or Overlord) attack immediately?

No. They cannot receive attack actions during this wave.

Some powers force a hero to make a ranged attack (such as the Mascot). What if these heroes don't have Ranged Attack?

When an effect instructs a hero to make a ranged attack, they can do so even if they don't have the Ranged Attack ability.

Can I use an Attack Power instead of a Ranged Attack or Melee Attack when an effect instructs me to make a Ranged or Melee attack?

No. You must make the kind of attack specified by the effect.

Can a hero recruited or revived this wave make use of free attacks (like the Berserker Order)?

Yes. These heroes cannot receive attack actions, but they are still able to perform an attack if a secondary source (such as an order or the Mascots's attack power) instructs them to.

If a hero in my unit has already performed an attack action, can he still make an action via an order effect (such as Berserker)?

Yes. Attacks granted by orders, special effects, and leaders do not



interfere with the one attack action per wave limit. Similarly, using a free attack does not prevent the hero from receiving an attack action later in the wave.

My leader grants me free actions. Can I still use free actions after my normal actions are spent?

Yes, you can use free actions at any time you wish. Your wave is not over until you declare it is over.

Can I use the Illusionist's Rear power to activate an Attack Power?

Yes, this is perfectly fine.

I have a hero that can transfer damage to itself (Vampire, Knight), when can I use this ability? Can I transfer more damage than the hero's current life?

You can transfer the damage any time you like, and you can transfer as much damage as you want, even beyond the life total of the hero receiving the damage.

Are all effects mandatory?

Yes. For example, if you choose to play an order that says revive a corpse and you have no corpses, you have to pick one of your opponent's corpses. The only time you should not perform an effect is when it is impossible to do so. In this case, ignore the effect and continue play as normal.

An effect says 'any hero'. Does this count opponents' heroes too?

Yes. Any hero means any hero in either unit. All heroes means all heroes in both units.

Can I use an effect that targets Heroes to target a Leader?

No. Leaders are not heroes. Effects that specify heroes only work

