

Premier World-Wide Card Game Designer

CHAMPIONLAND



# PIXEL LINCOLN

A SIDE-SCROLLING ADVENTURE CARD GAME

State-of-the-Art

High Resolution Graphics

## **SETUP - PLAYER DECKS**

Each player takes a player deck. (5 Jump cards, 5 Beardarang cards, 1 Player # Card, 1 Player Movement Card and 2 Life cards).

Place the Player # card in front of you with the 2 Life cards underneath of it. Shuffle the 5 Jump cards and 5 Beardarang cards and place them face down to your right. This is your deck. The movement card is held to the side for now.

## **SETUP - LEVELS**

To create a level, randomly choose 3 Enemies and 3 Items. Take all 5 cards of each of those Enemies and Items and place them into a pile. Add 3 random NPC cards, 3 Level Checkpoints, and 1 Secret Item to the pile. Shuffle. This is one level.

Repeat the above process for the second level.

Place both level decks to the right of the playing surface.

Place two random mini-bosses face down to the right of the level decks. Place two random bosses face down to the right of the level decks.

## **STARTING THE GAME**

Player order is determined by the Player # Card in front of each player.

The first player will choose which level they would like to explore. Then he will place his Player Movement Card to the left of that Level Deck.

The first time a new level is explored, draw the top 5 cards of the Level Deck and place them out one at a time from left to right in between the Player Movement Card and the Level Deck. The Player Movement card will be all the way to the left, with the 5 level cards lined up next to it, and the Level Deck to the far right.

## **PLAYERS TURN**

### **1. Resolve Ambushes**

If a player starts their turn with their Player Movement Card in front of an enemy card he has been ambushed and must Battle or jump over the enemy. If the enemy is a boss, it cannot be jumped. (See battle below)

### **2. Travel Throughout Level**

A player will travel through the level by addressing each card he reaches. A player may obtain a card (by defeating it with equipped items, or purchasing it with coins) or he may jump over it.

### **3. Stopping**

A player can decide to stop at any time. Once he has stopped, he may discard any number of cards in his hand and draw back up to 5. If there are not enough cards to draw, he must draw all of the available card in the deck, then shuffle

the discard pile. The discard pile now becomes the deck, and a new discard pile will be created.

The next player will now take their turn.

## BATTLE

To defeat an enemy, you must Equip Items to match the enemy's power level. Place an item card from your hand to the right of your Player Card. You may Equip as many item cards as it takes to defeat the enemy. If an item card has an immediate effect, it is resolved immediately. Once you match the Power Level of the enemy, the enemy is defeated. Resolve any reaction effects at this time. When an enemy is defeated, you will place that enemy in your Score Pile (face up, to the left of your Player Card) unless the card states otherwise. Once the battle is complete any equipped cards that were used are placed face up in your discard pile.

## MOVEMENT

Pixel Lincoln will move throughout the level from left to right. To move, the Player Movement Card, a player must either purchase or battle the card directly to the right of his Player Movement Card. Pixel Lincoln can also jump over a card directly to the right using a jump card. If a player reaches the Level Deck, the screen scrolls, and the level is refilled. First, any Level cards that are behind (to the left of) all of the players in the level are removed from the game. Then, the player who reached the level deck will draw additional cards and place them from left to right between their Player Movement Card and the Level Deck. The level will never exceed 5 level cards and may not always refill depending on other players placement in that same level. At any time that the level would refill and it's unable to, due to a player falling behind, the leftmost level card is removed from the game and an additional card is drawn and placed directly to the right of the level deck.

## JUMP

If a player has a jump card, he may Equip it to jump over the card that is immediately to the right of his Player Movement Card. His Player Movement Card is now placed to the right of the card that was jumped, and the jump card must be discarded.

## PURCHASE ITEMS

If an item card is directly to the right of a Player Movement Card, that player has the opportunity to purchase the item card. To purchase an item, you will spend your cards according to their value (which is on the top left side, below the power). Cards that are used for purchases should be placed horizontally under the Player # card so that all players can see the coin value that is being spent. A player must match the cost of a card to obtain it. Once a card is purchased it will be placed directly in that players discard pile, unless noted otherwise.

## **CHECKPOINTS**

When a checkpoint is revealed it is placed off to the side of the level deck. Players in that level have reached a checkpoint and receive their bonuses.

### **Bonuses**

Players may choose to draw a card from their deck -or- cull a card from their hand. A card that has been culled is placed into the score pile and will only be used for final scoring. The player who revealed the checkpoint receives two bonuses.

Players now have the option to exit the level (if another level is available). Each player in player order, starting with the active player, may remove their movement card from the current level and place it at the start of another level. The active player may continue his turn in his current level, or move to another level and continue his turn there.

**First Checkpoint** - No additional effect

**Second Checkpoint** - Draw a Mini Boss card and place it directly to the left of the Level Deck

**Third Checkpoint** - Draw a Final Boss card and place it directly to the left of the Level Deck

## **LOSING A LIFE**

If an enemy card cannot be defeated or jumped over, the active player will lose a life. The turn is immediately over and that player must remove one of his Life Cards from the game. The Player Movement Card is returned to that player, and he must choose which level to start his next turn in. The Player # Card is considered the last life. If the Player # Card is removed from the game, a player has been eliminated.

## **CONTINUE**

An eliminated player may continue by shuffling all of the cards in his score pile and randomly removing half from the game.

## **LEVEL CLEAR**

A level is cleared when the boss has been defeated. All unused cards in the level deck are removed from the game. All players will remove their movement cards from that level and place them at the start of another level. If the final boss has been defeated and there are no other levels to play, the game is now over.

## **CARD ABILITIES**

Card abilities are resolved immediately at the time described on the cards.

## GAME END

The game ends when the final boss has been defeated, or when there is only one player standing.

## WINNER

The winner is the player with the highest score. To determine the highest score players will combine all of the cards in their deck, score pile, plus any additional lives. All character cards should be separated as they will be scored separately.

Add up all of the points on the bottom right corner of each card.

Character cards may provide additional bonus points.

Players will take each character card and check to see if they have completed their mission. A mission has been completed if a player has all of the icons required on the character card. Cards that are used to fulfill the requirements of a mission can only be used for one mission.

The highest score wins!