

PIXEL CRITTERS RULEBOOK

Setup

Players agree to an even number of cards and select their critters. The recommended deck is four cards but you can do more if you want. Each player needs a win pile and a lose pile during the game. You need a six-sided die, an eight-sided die, a ten-sided die, and a twelve-sided die. For fastest play each player should have their own set of dice. Each player rolls a six-sided die and the highest goes first. Reroll in the case of a tie.

Dice

Lowest to Highest Dice



This game uses a variety of polyhedral dice. They are available in game stores and some bookstores. In these rules the dice may be referred to by the letter "d" and the number of sides on the die. The common six-sided die are called a d6. The eight-sided, ten-sided and twelve-sided dice are called d8, d10, and d12 respectively.

The ten-sided die needs some special mention. Often the die is numbered zero to nine not one to ten. For the purposes of this game treat the zero as ten. You might also see a ten-sided die labeled in tens. You can use such a die in the game by just dropping the ones place if you have no other dice.

For some special abilities, the card says to use the next higher die or the next lower die. The

image above shows the progression of dice. There is no lower die than six-sided and no higher die than twelve-sided. Most polyhedral dice sets include a four-sided and a twenty-sided. While the four-sided may be used as lower than a six-sided if you wish, a twenty-sided is too big of a jump and not recommended as a higher die for the twelve-sided.

Card Explanation

Name → CRAWLBITE

Strength → 12 (blue circle with sword) **Magic** → (red circle with lightning)

Speed → 8 (orange circle with runner) **Technology** → 6 (black circle with gear)

Special Ability → 6 (black circle with gear)

Traits

- (blue circle with sword) Strength
- (red circle with lightning) Magic
- (orange circle with runner) Speed
- (green circle with gear) Technology

Dice

- 6 (black square) Six-sided die (d6)
- 8 (yellow diamond) Eight-sided die (d8)
- 10 (blue pentagon) Ten-sided die (d10)
- 12 (red hexagon) Twelve-sided die (d12)

How to Play

Both players place a card face down. The player whose turn it is announces the trait to use for the fight. That player is considered the attacking creature. Both players turn over their cards. To resolve the fight, both players roll the

die for the specified trait. The highest roll wins. The winning creature is placed in the player's win pile. The losing creature is placed in the player's lose pile. In case of a tie both creatures go to their players' lose pile.

The special abilities of the creatures (or even creatures not on the field) have a variety of effects on the battle. Some need to be resolved before rolling the dice for combat. Some are used only after the result is determined. Please refer to the cards for their specific effect.

Once combat is resolved, it is the other player's turn. Repeat the same process until all the cards are in the win or lose pile. The player with the highest number of cards in the win pile is the ultimate winner.

Credits

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