Pixel Clash
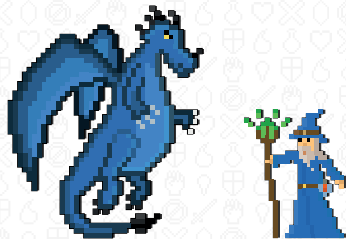
Basic Instructions

How to Win :

Kill the Dragon before it kills the Players or the Game Over card is drawn.

How to Play :

Set up the game [see the Game Setup Steps] then follow these actions [in order] each round:

A. Draw   B. Play   C. Draw   D. Resolve   E. Discard

A. Each Player draws 1 card from the Player Deck.

B. Each Player must select and play 1 Player Action card from their hand [face-up]. You may draw a 2nd card instead of playing a card from your hand.

C. Draw 1 Dragon Action card from the Dragon Deck [face-up next to the Dragon].

D. Resolve the effects and abilities of Dragon, Player, Dragon Action, Player Action and Minion cards in descending priority order [🖐first, 🗡last]. If a card does not have a priority number, its effect occurs at all times or when the card's details allow it.

E. Finally, move the resolved Player Action cards to the discard pile - Minion cards remain until defeated and Dragon Action cards can be stacked face-up.

Specific Rules :

- Dragon HP cannot exceed 30 HP and Player HP cannot exceed 6 HP.
- When the Player Deck is empty, create a new deck by shuffling and using the Player Discard Pile.
- Unless otherwise stated, Player Action and Dragon Action cards' effects only apply to the current round.
- Minion effects are resolved every round until defeated, but NOT the round they are drawn.
- Minions don't need to be defeated to win the game.
- If targeting a Player with most or least HP results in a draw - people can decide [or flip a coin] to determine which Player is effected.

Dragon HP:

The Dragon's starting HP is set based on the total number of Players:

Players	Dragon HP
1	12 HP
2	20 HP
3 - 4	25 HP
5 - 6	30 HP

Difficulty :

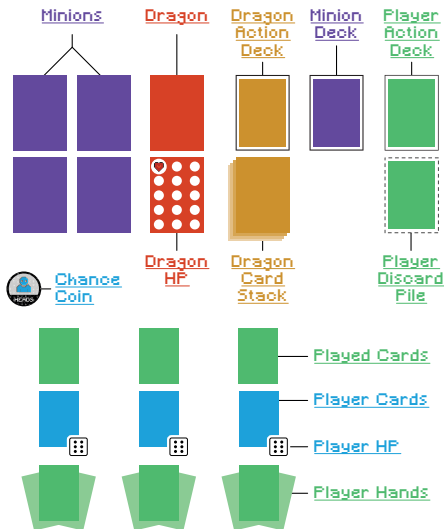If playing alone, we suggest playing with 2 Player cards and starting with a hand of 4 Player Action cards.

💡 For more difficulty; try starting with less than 14 Dragon Action cards.

Game Setup Steps :

Follow these steps [and see the Game Setup Visual] to setup the game:

1. Each person selects 1 Player card and places it in front of themselves [face-up]. 1-6 people can play [the game is harder to win with less Players].
2. Place a 6 sided dice on each Player card to represent the Player's HP [starting with 6 HP].
3. Place 1 Dragon card in the center [face-up]. The Red Dragon is the easiest to defeat, while the other Dragons provide more of a challenge.
4. Place the Dragon HP card next to the Dragon card and use the HP Token to track the Dragon's HP [see the Dragon HP section for details].
5. Shuffle all Player Action cards to create the Player Action Deck, and place in the center [face-down].
6. Shuffle all Minion cards to create the Minion Deck, and place in the center [face-down].
7. Set aside the Game Over Dragon Action card.
8. Select 14 random Dragon Action cards. Shuffle together, and place the Game Over card at the bottom to create the Dragon Action Deck. Place in the center [face-down].
9. Each person draws 2 cards from the Player Deck to create their hand, and then start playing!

Game Setup Visual :

Minions

Dragon

Dragon Action Deck

Minion Deck

Player Action Deck

Chance Coin

Dragon HP

Dragon Card Stack

Player Discard Pile

Played Cards

Player Cards

Player HP

Player Hands

Playing Notes :

Players :
- People can always confer, but don't have to agree.
- If a Player's HP drops to 0 HP, they are dead:
  - Dead Players cannot draw or play cards, their hand is discarded, and the Player is flipped face-down.
  - If a Player dies before their played card is resolved, it is discarded immediately and not resolved.
- If a dead Player is brought back to life; the Player is flipped face-up, they draw 1 card immediately, and they can rejoin the game in the next round.
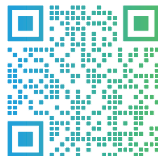
Minions :
- If a Minion is defeated, they are returned to the bottom of the Minion Deck.

General :
- If multiple cards have the same priority, they can be resolved in any order you choose.