



Campaign Rules

Special rules list

Allies: Fox is your first Ally (Bobcat appears in Chapter 4),


- Place Ally card in front of player and use a quarter to represent Ally on board.
- Allies do not get their own actions. If a Pixy is in same Area as Ally, Player may use Pixy's action to use Ally's abilities (move, force, etc.)
- Riding: Pixies may ride Fox (can hold up to 2 Pixies). Place Pixy coin(s) on Ally card if they are riding. Pixies can mount/dismount at any time. (doesn't cost an action)
- Allies can get injured exactly like Pixies.


Delivery Missions: To complete these missions, pick up mission, then deliver to Area indicated in purple at top right corner of card. (treat as an Item, place Mission Card under Pixy Card with the purple number showing until delivered.)

- Delivery Missions count as an item when being carried.
- delivery missions can be dropped and then picked up again. (a Pixy could move the mission and drop it in an Area, and then another Pixy could pick it up and finish the delivery later.)



Mission Effects

Perpetual Shortcut: for as long as this Mission is on the board, any missions on Area 1, 0 or 7 fail during Phase 2 of the Turn. (like  but happens every Turn)

Perpetual Damage: during Phase 2 of EVERY turn that this Mission is on board, it deals a damage if any Sprites and/or Ally are in the same Area as it. (like  but does damage every turn).

Items:

If a Pixy completes a mission that has an item, she acquires that item (if she has space to carry it). Use the item counter or just leave the item corner of the card exposed.



- Items can be left at home (Area 0) but are lost if dropped on any other Area.
- Any number of items may be stored on Home.

Casting Ring: After defeating Biomancer, receive casting ring (item). Casting Ring adds +1 Force to any offensive spell that is cast by the Pixy wearing this ring (lightning would be Force 4, Phoenix would be Force 5, etc.). Ring can only be used once per Turn.

Power Collar: Put this Item on your Fox or Bobcat to increase its force by 1. This Item does not use up a carry slot.

Materials: it is good to have scissors, a gluestick, pencil/pen, and a small campaign envelope. A penny, dime and quarter (or miniatures) will be needed for the first 3 chapters. A green, red, and white die will probably be needed for chapter 4 and later.

Getting Started: Fill out date & name(s) of player(s)/pixies on campaign envelope.

Create Pixies normally before starting Chapter 1 (30xp to spend on each Pixy)

- if any xp is left after creating pixies, write it in "starting xp" box for Chapter 1.

Play chapters in order. Player(s) must complete each chapter before playing the next chapter.

After successfully completing a chapter, add the number of completed missions to the start xp and write it down in the "end xp" box. (xp is shared between pixies.)

Player(s) may spend xp on new spells and abilities between chapters. See Spellbook for full list of spells and the chapters that they become available after.

If any xp remains after upgrading, write it in "start xp" box for the next chapter. Store Characters, Items, and Allies in Campaign envelope.

Unlimited items may be stored on home (area 0). They may be stored there between chapters.

Adjusting difficulty : Hard Mode: Each Pixy has 23xp to begin instead of 30.

Arcade Mode

Try to complete just one of the chapters without playing through the whole campaign. Players can choose the levels of their Pixies to adjust the difficulty of the chapter.

players can spend different amounts of xp to create Pixies of different levels.

Level 1: 30xp Level 2: 38xp Level 3: 45xp Level 4: 53xp Level 5: 60xp

	character level				
	lvl 1	lvl 2	lvl 3	lvl 4	lvl 5
Chapter 1	m	e	ve	te	
Chapter 2	c	m	e	ve	te
Chapter 3	h	c	m	e	ve
Chapter 4	vh	h	c	m	e
Chapter 5	x	vh	h	c	c
Chapter 6	x	x	x	vh	h

te= too easy

ve= very easy

e= easy

m= medium

c= challenging

h= hard

vh= very hard

x= absurd

Chapter	start xp	end xp
1		
2		
3		
4		
5		

