

FOREST

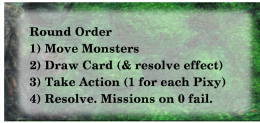


Components:

18 Mission Cards
(Chapter 1)



2 guide cards



4 Pixy Cards



Pixy Tokens
(penny & dime)
not included

1 Gameboard



Getting Started:

Forest: Pixies is a Chapter based cooperative game for 1-2 players.
Player(s) create their own characters and then play through the story, gaining spells, abilities, and items as they progress through the chapters.

The object of the game is to protect your village (Area 0) from an invading force of unnatural beasts. Missions that end the turn on Area 0 are failed. If more than 3 missions are Failed, the Chapter is failed. If the player(s) play through the deck of missions without failing >3 missions, they win.

- In Campaign Mode, player(s) create 2 pixies and then try to progress through each chapter in order with them.
- Each Chapter can also be played as a stand-alone game.(arcade mode)

Setup:

Create 2 Pixies : one of them must have and the other must have .

Place a penny and a dime heads-up on Area 0 at bottom of board.
(Penny represents your Pixy with and Dime is Pixy with .)
Place your Pixy Cards in front of you.

Shuffle the 18 Mission cards for chapter you are playing and place face-down.

Draw mission card and place on board in its Starting area.
(do not resolve its effect).



Gameplay:

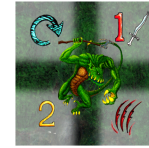
Each Turn is divided into 4 Phases;

- 1) move missions: Move any missions on the board.
- 2) draw card: Place a Mission Card on board and resolve any effects.
- 3) action: Each Pixy takes 1 action. (flip token to tails after taking action)
- 4) resolve: Any Missions on 0 are failed. Flip pixy-tokens to heads.

The Mission Tile: Each mision tile has 4 stats indicated in its corners.

Movement Pattern:

direction card moves during phase 1.



Mission Requirements:

indicates the conditions for completing the mission..

Starting Area:

indicates the Area this card is placed in when drawn.

Effect:

indicates the effect that occurs when card is drawn.

Phase 1: Move Missions

Move each mission according to its Movement Pattern

Missions with a move clockwise around the perimeter of the board.

Missions with a move counter-clockwise around perimeter of board.

(missions will NOT move into Area 8 or 9 during this phase)

Missions with a do not move, they must be completed before game ends.

Phase 2: Draw Card

Draw Mission Card from deck and place face-up on its Starting Area.

-Resolve its effect.

Mission Effects

Support: draw another Mission Card. Resolve any effects.

Shortcut: any Mission Cards on Area 1, 0, or 7 fail immediately.

Vigor: every monster on board gets +1 force for as long as this mission is on board. These are cumulative. Does not apply to or missions.

Pixies on perimeter of board must move 1 space clockwise. Does not affect Pixies on Area 8 or 9. (counterclockwise version moves other way)

Damage: if a Pixy is in this Mission Card's Starting Area when it is drawn, she is injured :(
- if 2 Pixies are on the Area, only 1 of them gets hurt.

Injuries: if a Pixy gets injured, take that Pixy's card and place it under its coin in the Area where she was injured.

- Injured Pixies cant take actions until they are healed.

- To heal a Pixy, your other Pixy must be on same Area and use .

- An injured Pixy can't use on itself.

The Pixy Card: Pixy Cards have a movement rate and either or at the top, and a list of their other spells and abilities below that. Each Pixy can use 1 of her abilities/spells per turn.



Phase 3: Action

-Each Pixy may use one of her abilities during this phase.

-After a Pixy uses an ability, flip her coin to tails.

-When both Pixy Tokens are tails-up, the phase is over.

This is the phase when missions get completed. There are several different mission types;



-Heal: cast heal in same Area as this Card to complete Mission.



-Climb: use climb in same Area as this Card to complete Mission.



-Fire: cast fire on this Mission to complete it. Pixy must be in or next to the Area this Card is in to complete this Mission. (fire has a range of 0-1)



-Purify: cast purify on this Mission to complete it. Pixy must be in same Area as this Card to complete this Mission. (purify has range of 0)

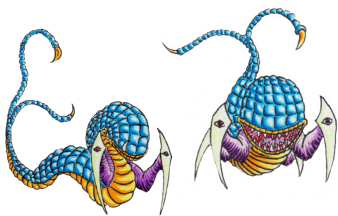


-Force: The number next to the sword is the force of the monster. To complete this mission, add up the forces of all monsters in the area. If Pixies cast spells with a HIGHER total force into the area, all Force missions in the area are completed. (fire and purify missions would not be completed in this situation)



This is also called a Monster Mission

Moving: If a Pixy chooses to use her Move ability, she may move her coin up to her movement rate along the dotted lines connecting the Areas on the board. Each area is 1 space apart (ignore the # of dots between them). Movement can be in 1 direction or back and forth. Trees indicate paths that can only be crossed by characters with the Climb ability.






Phase 4: Resolve

- Any Missions on Area 0 fail at this time.

- Return both Pixy Tokens to the heads-up position.

Endgame and Experience :

- If Pixies fail 4 Missions, game ends in failure. (3 missions in hard mode)

- After the last Mission Card is drawn, keep playing until the last Mission with a Movement Pattern of  or  leaves the board. When it leaves the board, game is over. Any  missions still on the board are failed.

- If your Pixies failed 3 or less Missions, they successfully complete the Chapter and collect 1 Experience for each completed Mission. (they may divide/share this in any way). (write down and save for Campaign mode)

- Players may spend this experience on new spells and abilities before playing the next Chapter. You may save whatever you do not spend.

Items: Each Pixy can hold 1 item (place under Pixy card with "item corner" showing). Items can also be stored on Area 0 (home) (any number of items)

Pixies can pick-up or hand-off items instantaneously if they are in the same area as an item. Even if they are just passing through. Picking up and dropping off items does not require use of an action.



Potions: These bottles contains spells. any pixy who is carrying it can discard the potion and cast the spell contained inside (does not take action).

Character Generator: Begin with 30xp to spend on spells and abilities.

Pixies must have a movement of between 1-3 and a Purify or Foxfire spell with a Force of between 1-3. The rest is up to the player.



Movement Rate	1	2	3	4
xp cost	2	6	13	20



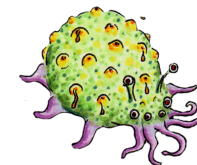
Purify range: 0




















Force	1	2	3
xp cost	5	10	15



Foxfire range: 0-1

Force	1	2	3
xp cost	6	12	18



 Gate range: 0 xp cost: 9	if there are multiple Force Missions in same area as this Pixy, complete any 1 of them.
 Illusion range: 1 xp cost: 8	use any monster in an adjacent space as your own. (use its force to attack other Monster(s))
 Scry range: n/a xp cost: 7	look at next 3 Missions, rearrange, then return to top of deck.
 Defence range: 0 xp cost: 3	if this Pixy takes damage  use this action to prevent injury.
 Heal range: 0 xp cost: 6	heal a wounded pixy or friend or complete a heal mission.
 Repel range: 0 xp cost: 5	move a mission from Area this Pixy is in, into an adjacent Area. (not through  paths)
 Lure range: 1 xp cost: 6	move a mission from Area adjacent to this Pixy, into the Area this Pixy is in. (not through  paths)
 Sight range: n/a xp cost: 5	draw the next mission, look at it, then either place under deck or back on top of deck
 Chaos range: n/a xp cost: 4	draw next mission and place under deck. Do not look at it.
 Climb range: n/a xp cost: 6	Complete climb missions. Pixy with this ability can move across  paths as if they were dotted lines.
 Time range: n/a xp cost: 5	move any Mission on the board 1 space according to its Movement Pattern. ( or ) ( don't move.)
 Phoenix range: 0 xp cost: 22	Force: 4