



KING OF THE ROOST

(DEMO MODE)



2-4 PLAYERS

OBJECTIVE: THE PLAYER WITH THE HIGHEST SCORE WINS.

SCORING: PLAYERS WILL SCORE POINTS IN 2 WAYS:

1PT-KO' ANOTHER FIGHTER

1PT-ENDING THE ROUND INSIDE THE CENTER ZONE

(2PT BONUS) BE THE ONLY FIGHTER IN THE CENTER ZONE

STARTING EP: 5

CONDITIONS: EACH TIME A FIGHTER ENDS THE ROUND IN THE CENTER ZONE, THEY WILL TAKE FEEDBACK DAMAGE EQUAL TO THE NUMBER OF FIGHTERS INSIDE THE ZONE (THIS INCLUDES THEMSELVES).

SPAWNING: FIGHTERS MAY SPAWN IN ON, OR NEXT TO, ANY SPAWN TOKEN ON THE MAP, REGARDLESS OF THE SPAWN TOKEN'S COLOR.

POWER-UPS: FIGHTERS ARE ASSIGNED A COLOR, RED OR YELLOW. FIGHTERS MAY ONLY COLLECT THEIR COLOR'S POWER-UPS.

PECKING ORDER: AT THE END OF EACH MAINTENANCE PHASE SHUFFLE THE HEAD CARDS AND PLACE THEM IN THE PECKING ORDER TRACK FROM LEFT TO RIGHT, THIS IS THE ORDER OF PLAY FOR THE NEXT ROUND.

CHICKENS: BOTH RED AND YELLOW CHICKENS WILL BE ADDED TO THE PECKING ORDER ONCE A PLAYER SCORES THE CENTER ZONE FOR THE FIRST TIME. CHICKENS MOVE FIRST AND THEN SPAWN A NUMBER OF CHICKENS, INSIDE THEIR COLOR'S SPAWN ZONE, EQUAL TO THE NUMBER OF FIGHTERS (MAXIMUM 6).

(EX. IF THERE ARE 4 PLAYERS, 4 RED CHICKENS AND 4 YELLOW CHICKENS WILL SPAWN IN EVERY ROUND.)

CHICKENS MOVE 6 HEXES AND WILL:

-MOVE TOWARD ANY FIGHTERS IN THE CENTER BY THE SHORTEST ROUTE FIRST

-IF NO FIGHTERS ARE IN THE CENTER, CHICKENS WILL MOVE TOWARD THE NEAREST FIGHTER BY THE SHORTEST ROUTE.

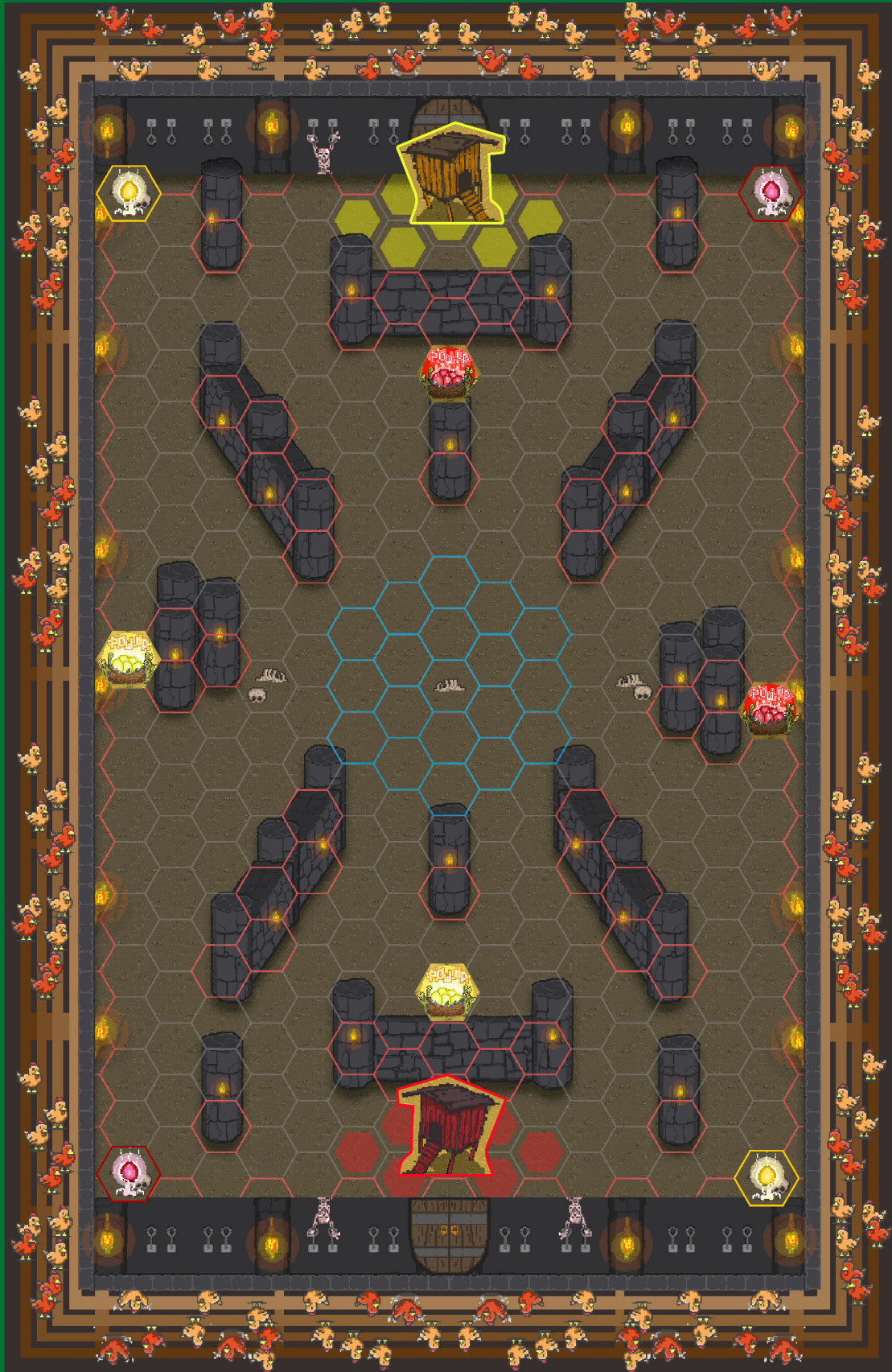
-CHICKENS WILL ALWAYS TRY TO MAXIMISE DAMAGE TO FIGHTERS. THUS, CHICKENS WILL MOVE AWAY FROM A FIGHTER THEY ARE ADJACENT TO, IN ORDER TO DAMAGE A DIFFERENT FIGHTER WITHIN 6 OF THEM, AS LONG AS THEIR HEX CAN BE REPLACED WITH ANOTHER CHICKEN FURTHER AWAY. CHICKENS WILL ALWAYS TRY TO DAMAGE MULTIPLE FIGHTERS IF THEY CAN

GAME END:

THE LAST ROUND OF THE GAME STARTS WHEN 1 FIGHTER REACHES 10 POINTS. THIS MEANS IF YOU ARE THE LAST IN THE PECKING ORDER AND SCORE 10 POINTS THE GAME IMMEDIATELY ENDS. IF THERE IS A TIE, KEEP PLAYING UNTIL A PLAYER HAS THE MOST POINTS AT THE END OF A ROUND.

KING OF THE ROOST

(DEMO MODE)
MAP SETUP



QUICK REFERENCE

GAME ROUND

ACTION PHASE

- 1.SPAWN/RESPAWN
- 2.DRAIN
- 3.MOVE/USE READY ABILITIES
- 4.CLEANUP STATUS EFFECTS

MAINTENANCE PHASE

- 1.COOLDOWN
- 2.ACCELERATE
- 3.UPGRADE
- 4.POISON CLEANUP
- 5.PECKING ORDER

STATUS EFFECTS



BURN: TAKE 1 DAMAGE FOR EACH BURN TOKEN DURING CLEANUP.



BLEED: TAKE 1 DAMAGE PER BLEED TOKEN FOR EACH ABILITY USED.



IMMOBILIZE: REDUCE SPEED TO ZERO



STUN: USE ONLY ONE ABILITY.



POISON: DOES NOT COOLDOWN UNLES YOU PAY 1 HP PER ABILITY.

EGGSPERIANCE

GAIN 1EP FOR:

- EACH ABILITY USED (DAMAGE BASED ABILITIES MUST AFFECT A FIGHTER)
- EACH FIGHTER K.O.'D
- EACH CHICKEN KILLED
- EACH POINT SCORED

ACCELERATION

- EACH ABILITY MAY BE ACCELERATED ONCE DURING THE MAINTENANCE PHASE FOR 3EP PER ABILITY



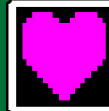
SPEED: NUMBER OF HEXES A FIGHTER IS ABLE TO MOVE.



ARMOR: REDUCES DAMAGE TO A MINIMUM OF 1.



DAMAGE: NUMBER OF DAMAGE DEALT.



HEAL: NUMBER OF HEALTH GAINED



RANGE: NUMBER OF HEXES AWAY YOU CAN TARGET.



AOE: THE AREA OF EFFECT.



READY: ABILITY IS READY



ACTIVE: ABILITY LASTS FOR MORE THAN ONE ROUND.



REACTION: CAN BE USED ON AT ANY TIME..

Pixel Farm Wars

PRESS START



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COMPONENTS

WELCOME TO SPRITE FIGHTERS, THE HEX BASED, TACTICAL BOARD GAME YOU NEVER KNEW YOU NEEDED, UNTIL RIGHT NOW!

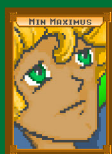
FAILED VIDEO GAME CHARACTERS HAVE BEEN GATHERED FROM ACROSS THE DIGITAL COSMOS. THESE HEROES HAVE EACH BEEN GIVEN THE SAME CHOICE: IMMEDIATE DELETION, OR TO BECOME PIT GLADIATORS AND FIGHT IN THE ARENAS FOR THE ENTERTAINMENT OF THE MOST FEARED ENTITY IN ALL OF VIDEO GAME HISTORY...CHICKENS! IN SPRITE FIGHTERS, YOU WILL TAKE CONTROL OF ONE OR MORE OF THESE DOOMED SPRITES AND LEAD THEM TO VICTORY, EITHER IN TEAMS OR IN THE PIXILATED MAELSTROM OF FREE FOR ALL COMBAT! BEFORE WE GET DOWN TO THE NITTY-CRITTY, LET'S LOOK AT THE GAME COMPONENTS AND MAKE SURE YOU HAVE EVERYTHING THAT YOU NEED TO PLAY.



x8 FIGHTER PLAYMATS



x8 ABILITY PLAYMATS



x8 INITIATIVE/HEADHUNTER CARDS



x42 POWER-UP CARDS



x42 CHICKEN TOKENS (21 RED, 21 YELLOW)



x22 BURN/BLEED TOKENS



x7 STUN TOKENS



x7 POISON TOKENS



x7 IMMOBALIZE TOKENS



x7 POWER-UP HEX TOKENS



x1 SMOKE TOKEN



x7 ICE TOKENS



x8 FIRE TOKENS



x8 CAPTURE POINT/ SPAWN TOKENS (3 RED 3 YELLOW)



x6 SCORE KEEPING TOKENS



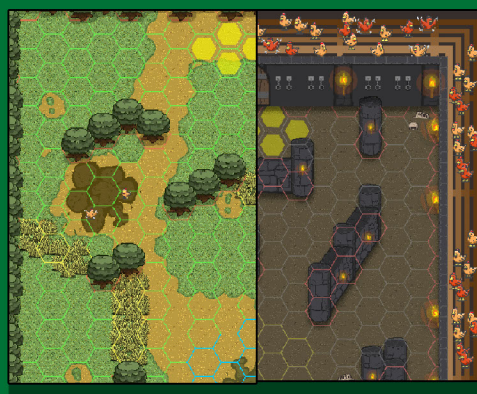
x4 AOE TOKENS



x8 YELLOW TRACKING CUBES



x8 RED TRACKING CUBES



x1 DOUBLE SIDED MAP



x30 UPGRADE/ DAMAGE TOKEN



x30 SPEED/ ARMOR



x6 SPAWN POINTS



x8 FIGHTER STANDIES



x5 CHICKEN COOPS



SYMBOLS



SPEED: THE MAXIMUM NUMBER OF HEXES A FIGHTER IS ABLE TO MOVE DURING THEIR TURN.



AOE: THE AREA OF EFFECT THAT AN ABILITY COVERS.



ARMOR: ARMOR REDUCES THE AMOUNT OF DAMAGE TAKEN, TO A MINIMUM OF 1.



READY: AN ABILITY THAT IS IN READY CAN BE USED DURING YOUR TURN.



DAMAGE: HOW MUCH HEALTH A FIGHTER LOSES WHEN AFFECTED BY AN ABILITY. UNLESS THE AFFECTED FIGHTER IS INVULNERABLE, YOU WILL ALWAYS DEAL A MINIMUM OF 1 DAMAGE.



ACTIVE: AN ABILITY THAT IS ACTIVE HAS AN EFFECT THAT LASTS MORE THAN ONE TURN.



RANGE: HOW MANY HEXES AWAY FROM A FIGHTER AN ABILITY CAN TARGET. NEVER COUNT THE HEX YOUR FIGHTER OCCUPIES WHEN COUNTING RANGE.



REACTION: AN ABILITY WITH REACTION CAN BE USED ON ANYONE'S TURN, AT ANY TIME, AS LONG AS THE ABILITY WITH REACTION IS IN READY. IT WILL INTERRUPT ANY ABILITY BEING USED. RESOLVE THE REACTION ABILITY BEFORE THE ABILITY BEING INTERRUPTED.



HEAL: HOW MUCH HEALTH AN ALLY GAINS WHEN AFFECTED BY THIS ABILITY. NOTE: YOU MAY NOT HEAL ABOVE YOUR MAXIMUM HEALTH.



IMMUNITY: A STATUS EFFECT WITH THIS SYMBOL OVER IT WILL NOT AFFECT THE FIGHTER.



BURN: A FIGHTER WHO IS BURNED RECEIVES A BURN TOKEN. AT THE END OF THAT FIGHTER'S TURN THEY TAKE 1 DAMAGE FOR EACH BURN TOKEN ON THEIR CARD. THIS DAMAGE IGNORES ARMOR. REMOVE ALL BURN TOKEN AT THE END OF THE CLEANUP PHASE.



BLEED: A FIGHTER WHO IS BLEEDING RECEIVES A BLEED TOKEN. IF A FIGHTER USES AN ABILITY, THEY TAKE 1 DAMAGE FOR EACH BLEED TOKEN ON THEIR CARD. THIS DAMAGE IGNORES ARMOR. REMOVE ALL BLEED TOKENS AT THE END OF THE CLEANUP PHASE.



IMMOBILIZE: A FIGHTER WHO IS IMMOBILIZED RECEIVES AN IMMOBILIZE TOKEN. THAT FIGHTER'S BASE SPEED IS REDUCED TO 0 (IF THE FIGHTER HAS A POWER-UP CARD THAT GRANTS ADDITIONAL SPEED, THAT FIGHTER MAY MOVE THAT FAR.). AT THE END OF AN IMMOBILIZED FIGHTER'S TURN, FLIP THE TOKEN OVER. THIS FIGHTER IS NOW IMMUNE TO IMMOBILIZE UNTIL THE END OF THEIR NEXT TURN. REMOVE THE TOKEN AT THE END OF THE FOLLOWING CLEANUP PHASE.



STUN: A FIGHTER WHO IS STUNNED RECEIVES A STUN TOKEN AND MAY ONLY ACTIVATE ONE OF THEIR ABILITIES ON THEIR TURN. AT THE END OF A STUNNED FIGHTER'S TURN, FLIP THE TOKEN OVER. THIS FIGHTER IS NOW IMMUNE TO STUN UNTIL THE END OF THEIR NEXT TURN. REMOVE THE TOKEN AT THE END OF THE FOLLOWING CLEANUP PHASE.



POISON: A FIGHTER WHO IS POISONED RECEIVES A POISON TOKEN AND WILL TAKE 1 DAMAGE FOR EACH ABILITY THEY COOL DOWN IN THE MAINTENANCE PHASE. A PLAYER MAY CHOOSE TO NOT COOL DOWN AN ABILITY TO AVOID THE DAMAGE. SPENDING EP TO COOL DOWN IN THE UPGRADE PORTION OF THE MAINTENANCE PHASE DOES NOT CAUSE DAMAGE TO A POISONED FIGHTER. AT THE END THE MAINTENANCE PHASE, FLIP THE TOKEN OVER. THIS FIGHTER IS NOW IMMUNE TO POISON UNTIL THE FOLLOWING MAINTENANCE PHASE. IF A FIGHTER STARTED THEIR TURN WITH A POISON IMMUNITY TOKEN, REMOVE THE TOKEN AT THE END OF THE MAINTENANCE PHASE.



CARD DETAIL

FIGHTER PLAYMAT

NAME → MIN MAXIMUS

HEALTH BAR → 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15

SPEED → 5EP 6EP 7EP

ARMOR → 2 4EP 5EP 6EP

EGGPERIENCE BAR → 5 6 7 8 9 10 11 12

EGGPERIENCE → 3EP PER DAMAGE TOKEN ON ANY ABILITY.

DAMAGE EP COST → 3EP

UPGRADE ABILITY → 5EP MIN MAXIMUS MAY NOW HOLD ADDITIONAL POWER-UP GARD.

ABILITY NAME

ABILITY PLAYMAT

RULES TEXT

GLADIUS → 3 3 0 3EP → **UPGRADE**

PHALANX → +2 6EP → **ACTIVE BAR**

DECAPITATE → 0 / 2 → **RANGE, DAMAGE, AND AOE**

RUSH → 1 3 0 → **Min Maximus may move up to his full speed before choosing a target.**

ULTRA AGRO → 3 → **All Enemies within the AOE are placed adjacent to Min Maximus. Enemies may not leave the AOE until Min Maximus is dead or Ultra Aggro is put into Cool Down. If Min Maximus moves they must move with him to stay in the AOE. Enemies in the AOE must target Min Maximus with any abilities possible. Min Maximus is Invulnerable.**

COOLDOWN → 1

4 3 2 1

11

2 1

3 2 1

11

ACTIVE BAR

POWER-UP CARD

CARD NAME

FLAME-UP

RULES TEXT

ALL ABILITIES THAT CAN AFFECT AN ENEMY GAIN:

+1

STATUS SYMBOL

EGGPERIENCE +2 / +3

HEALTH GAIN



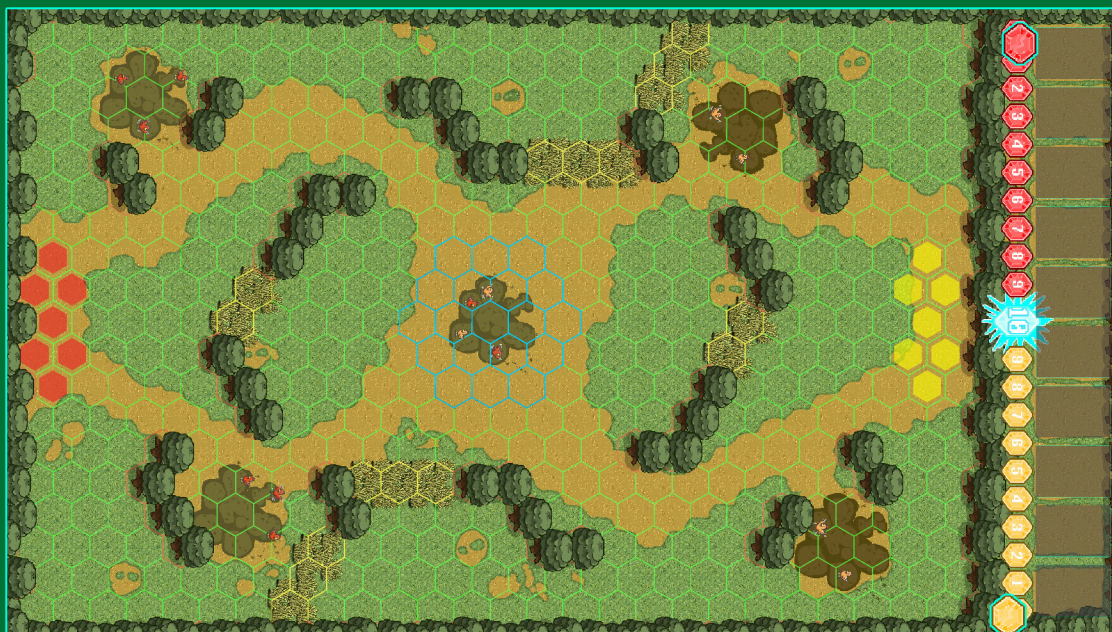
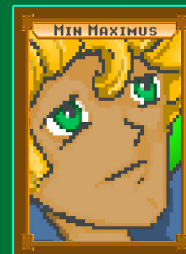
SETUP

PLACE THE MAP, SCORE BOARD, AND SHUFFLED POWER-UP DECK ON THE TABLE. EACH SCENARIO WILL TELL YOU WHAT MAP TO USE AND WHERE TO PLACE ANY SPECIAL HEXES ON THE MAP. PUT STATUS EFFECT, AND CHICKEN TOKENS IN A PLACE THAT IS EASY FOR EVERYONE TO REACH.

AFTER EACH PLAYER HAS CHOSEN A FIGHTER THEY SHOULD HAVE THESE COMPONENTS:

- 1 FIGHTER PLAY MAT
- 1 FIGHTER ABILITY PLAYMAT
- 7 TRACKING CUBES OF TEAM COLOR
- 1 FIGHTER STANDIE
- 1 INITIATIVE/HEADHUNTER CARD

ON THE FIGHTER PLAY-MAT, PLACE A TRACKING CUBE ON THE HEALTH BAR AT MAXIMUM (15), AND ONE ON 0 OF THE EP TRACK. PLACE A CUBE ON THE HIGHEST NUMBER OF EACH ABILITY'S COOL-DOWN BAR. THE RED HIGHLIGHTED AREAS SHOW WHERE TO PUT MIN MAXIMUS' TRACKING CUBES WHEN YOU SET UP.

TURN SEQUENCE

A GAME ROUND OF SPRITE FIGHTERS IS PLAYED IN PHASES:

THE ACTION PHASE, WHERE FIGHTERS WILL MOVE AND ATTACK ENEMIES.

THE MAINTENANCE PHASE, WHERE ALL FIGHTERS WILL COOLDOWN THEIR ABILITIES AND PURCHASE UPGRADES.

ACTION PHASE

ACTION: DURING THE ACTION PHASE, IN INITIATIVE ORDER, PLAYERS WILL:

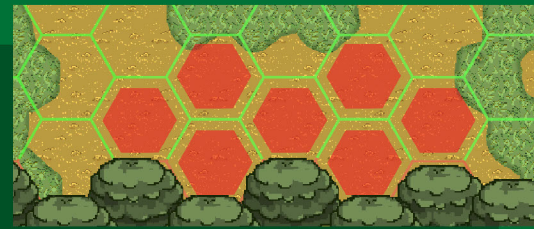
-SPAWN/RESPAWN

-DRAIN ANY ABILITIES THEY HAVE THAT ARE IN AN ACTIVE BATTERY SLOT.

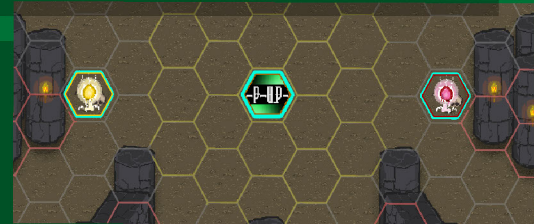
-MOVE THEIR FIGHTERS AND ACTIVATE ANY ABILITIES THEY HAVE THAT ARE IN "READY".

-AT THE END OF EACH PLAYERS' ACTION PHASE, THEY WILL MANAGE ANY STATUS EFFECTS ON THEIR FIGHTER, WITH THE EXCEPTION OF POISON TOKENS.

1. SPAWN/RESPAWN: AT THE BEGINNING OF YOUR FIRST TURN, OR IF YOUR FIGHTER IS NOT ON THE MAP YOU MUST SPAWN IN YOUR FIGHTER. TO SPAWN IN, PLACE YOUR FIGHTER ON ANY HEX OF YOUR TEAM'S STARTING ZONE. IF THE SCENARIO USES SPAWN TOKENS, PLACE YOUR FIGHTER ON OR ADJACENT TO ONE OF YOUR TEAM'S SPAWN TOKEN.



SPAWN ZONES: SPAWN ZONES ARE THE 7 ENDZONE HEXES ON EACH END OF THE MAP, OR SINGLE HEX TOKENS, DEPENDING ON THE SCENARIO.



2.DRAIN: DURING THE DRAIN PHASE, PLAYERS SHIFT ALL OF THEIR FIGHTER'S ABILITY CUBES, IN THE ACTIVE BAR, 1 BOX TO THE LEFT. IF AN ABILITY THAT IS ACTIVE WOULD GO BELOW 1, PLACE THE CUBE INTO THE COOL-DOWN BAR AT THE HIGHEST NUMBER. THIS ABILITY IS NO LONGER ACTIVE AND WILL COOL DOWN ON THE NEXT TURN.



3.ABILITIES/MOVEMENT

SPEED: EACH FIGHTER HAS A NUMBER OF HEXES THEY CAN MOVE DEPENDING ON THEIR SPEED STAT. SPEED CAN BE USED BEFORE OR AFTER THE USE OF ACTIONS. POWER-UPS MAY INCREASE YOUR MAXIMUM SPEED. MOVEMENT CAUSED BY ACTIVATING AN ABILITY DOES NOT COUNT TOWARDS YOUR SPEED LIMIT. WHEN USING SPEED, DO NOT COUNT THE HEX THAT YOU ARE IN, ONLY COUNT HEXES THAT YOU MOVE INTO.

PLACEMENT: PLACEMENT IS A SPECIAL TYPE OF MOVEMENT THAT ALLOWS A FIGHTER TO MOVE THROUGH OBSTRUCTIONS, SPECIAL TERRAIN TILES, AND ENEMIES. A PLACED FIGHTER DOES NOT TRIGGER AOE ABILITIES WHEN A FIGHTER ENTERS THEM (BUT ARE STILL AFFECTED BY ONES THAT TRIGGER WHEN STARTING OR ENDING THEIR TURN INSIDE THEM.). IF A FIGHTER HAS PLACEMENT, TREAT ALL HEXES AS 1 MOVEMENT WHEN ENTERING THEM. YOU CANNOT END YOUR MOVEMENT ON AN OBSTRUCTION OR ENEMY.



ABILITIES: TO USE AN ABILITY, MOVE ITS ABILITY CUBE FROM READY TO THE HIGHEST NUMBER IN ITS COOL-DOWN BAR. ABILITIES CAN ONLY BE USED IF THE ABILITY CUBE IS ON THE GREEN, "READY" SPACE ON THE COOL-DOWN BAR.



IN THE CASE OF AN ABILITY WITH AN ACTIVE BAR, MOVE THE ABILITY CUBE TO THE HIGHEST NUMBER OF THE ACTIVE BAR. ACTIVE ABILITIES REMAIN IN EFFECT UNTIL THEY ARE PUT INTO COOL-DOWN. AT THE START OF YOUR TURN, DURING THE ACTION PHASE, MOVE ANY ACTIVE ABILITIES DOWN 1 SPACE. IF IT IS ALREADY ON THE LAST ACTIVE SPACE, PUT THE ABILITY ON THE HIGHEST COOL-DOWN SPACE.



ONCE USED, RESOLVE THE EFFECT OF AN ABILITY BEFORE USING ANOTHER ABILITY (ABILITIES WITH THE "REACTION" SYMBOL MAY IGNORE THIS RULE).

ABILITIES THAT HAVE A RANGE OF 0 TARGET THE HEX YOUR FIGHTER IS STANDING ON, IF THE RANGE VALUE IS MORE THAN 0, YOU MAY NOT TARGET YOUR OWN HEX/THE HEX THE ABILITY IS ORIGINATING FROM. ABILITIES THAT DO NOT HAVE A RANGE ICON CAN ONLY AFFECT YOUR FIGHTER UNLESS OTHERWISE STATED.

4. CLEANUP BURN, BLEED, IMMOBALIZE, AND STUN

STATUS EFFECTS: STATUS EFFECTS ARE MANAGED BY EITHER FLIPPING THEM OVER OR REMOVING THEM FROM THE FIGHTER. REMOVE ANY BLEED OR BURN TOKENS AFTER THEY HAVE CAUSED THEIR EFFECTS. IF STUNNED, OR IMMOBILIZED, FLIP THE TOKEN OVER. THAT FIGHTER IS NOW IMMUNE TO THAT PARTICULAR EFFECT UNTIL THOSE TOKENS ARE REMOVED. ANY IMMUNITY TOKENS A FIGHTER STARTS THEIR TURN WITH ARE REMOVED WHEN THOSE TOKENS ARE NORMALLY MANAGED.



STACKING STATUS EFFECTS: STACKING STATUS EFFECTS BUILD UP ON A FIGHTER. IF AN ABILITY HAS 1 OR MORE BURN OR BLEED SYMBOLS, PLACE THAT MANY TOKENS ON THE AFFECTED FIGHTER. A FIGHTER CAN BE AFFECTED BY MULTIPLE ABILITIES WITH THESE STATUS EFFECTS, AND THERE IS NOT LIMIT TO THE NUMBER OF TOKENS THAT CAN BE PLACE ON A FIGHTER. THESE TOKENS ARE REMOVED AT THE END OF THE AFFECTED FIGHTER'S TURN.



SINGLE STATUS EFFECTS: SINGLE STATUS EFFECTS ONLY PLACE A SINGLE TOKEN ON A FIGHTER. A FIGHTER CAN ONLY HAVE ONE OF EACH: IMMOBILIZE, STUN, AND POISON TOKEN AT A TIME. IF THE TOKEN IS FLIPPED TO THE IMMUNE SIDE THE FIGHTER IS IMMUNE TO THAT STATUS EFFECT UNTIL THE TOKEN IS REMOVED AT THE END OF THE TURN (OR, AT THE END OF THE MAINTENANCE PHASE FOR POISON TOKENS).



MAINTENANCE PHASE

DURING THE MAINTENANCE PHASE, ALL PLAYERS WILL DO THE FOLLOWING STEPS, IN ORDER, SIMULTANEOUSLY (ALL PLAYERS DO IT AT THE SAME TIME, NOT IN INITIATIVE ORDER).

-COOL-DOWN

-UPGRADE / ACCELERATE

-MANAGE POISON TOKENS

COOL-DOWN:

DURING THE COOL-DOWN PHASE, PLAYERS SHIFT ALL OF THEIR FIGHTER'S ABILITY CUBES, IN THE COOL-DOWN BAR, 1 SPACE TO THE RIGHT, TOWARDS READY. CUBES THAT ARE IN READY REMAIN IN THAT POSITION UNTIL THE ABILITY IS USED. IF YOU ARE POISONED, YOU MAY CHOOSE NOT TO COOL-DOWN ANY OR ALL OF YOUR ABILITIES AND WILL TAKE 1 DAMAGE FOR EACH ABILITY THAT YOU CHOOSE TO COOL-DOWN.

ACCELERATE: PLAYERS MAY SPEND 3EP PER ABILITY, AND SHIFT THE COOL-DOWN MARKER TO THE RIGHT, MAKING IT POSSIBLE TO USE MOVES THAT WOULD OTHERWISE TAKE EXTRA TURNS TO BE PLACED INTO READY. YOU MAY DO THIS ONCE PER ABILITY.

UPGRADE:

AFTER COOL-DOWN, PLAYERS MAY USE EGGSPEERIENCE (EP) TO PURCHASE STAT MODIFIERS (ARMOR, SPEED, OR DAMAGE), TO PURCHASE ABILITY MODIFIERS, OR TO ACCELERATE COOL-DOWNS.

TO PURCHASE ARMOR OR SPEED, A PLAYER MUST PAY THE AMOUNT OF EP IN THEIR LEFTMOST EMPTY STAT SQUARE. ONCE A STAT UPGRADE IS PURCHASED, PLACE THE CORRECT TOKEN IN THE CORRESPONDING STAT LINE IN THE LEFTMOST EMPTY SQUARE, THAT SQUARE IS NOW NO LONGER EMPTY AND THE NEXT SQUARE'S PRICE MUST BE USED FOR THE NEXT PURCHASE OF THAT STAT. STATS PURCHASED THIS WAY REMAIN SO FOR THE REST OF THE GAME, EVEN IF YOUR FIGHTER BECOMES K.O.D.

TO PURCHASE DAMAGE, YOU MUST PAY 3EP TO RECEIVE THE +1 DAMAGE TOKEN. YOU MAY PUT THAT TOKEN ON ANY 1 OF YOUR ABILITIES THAT DEALS DAMAGE. THAT ABILITY (AND ONLY THAT ABILITY) NOW DEALS MORE DAMAGE. THESE CHANGES REMAIN IN EFFECT FOR THE REST OF THE GAME, EVEN IF YOUR FIGHTER BECOMES K.O.D.

TO PURCHASE AN ADDITIONAL HEALTH BAR, YOU MUST PAY 12EP. THIS UPGRADE MAY ONLY BE PURCHASED ONCE AND WILL HEAL YOU TO FULL HEALTH. FOR THE REST OF THE GAME WHEN YOU SPAWN IN YOU WILL HAVE 20HP INSTEAD OF 15.

YOU MAY ONLY EVER HAVE 3 UPGRADE TOKENS OF ANY TYPE, WITH THE EXCEPTION OF DAMAGE TOKENS, WHICH ARE LIMITED TO 3 TOKENS ON EACH ABILITY THAT DEALS DAMAGE, AND HEALTH BARS WHICH ARE LIMITED TO 1.

ABILITY/CHARACTER MODIFICATIONS WORK THE SAME WAY AS STAT MODIFIERS. ALL FIGHTERS HAVE SOME ABILITIES THAT HAVE ADDITIONAL RULES OR EFFECTS THAT CAN BE PURCHASED, SOME FIGHTERS EVEN HAVE THESE ON THEIR PLAYMAT. TO PURCHASE THE ABILITY, PAY THE AMOUNT OF EP DESIGNATED AND PUT THE BLUE "POWER EGG" TOKEN IN THE SQUARE. THE SPECIAL RULES OR TEXT NOW APPLIES TO YOUR FIGHTER. THESE CHANGES REMAIN IN EFFECT FOR THE REST OF THE GAME, EVEN IF YOUR FIGHTER BECOMES K.O.D.



EGGSPERIENCE

DURING GAME-PLAY FIGHTERS WILL EARN EP (EGGSPERIENCE). THIS IS A CURRENCY THAT CAN BE USED TO PURCHASE ABILITY AND STAT MODIFIERS, AND TO ACCELERATE COOLDOWNS. EP IS EARNED WHEN:

1. YOUR FIGHTER KO'S AN ENEMY.
2. YOUR FIGHTER KILLS A CHICKEN.
3. YOUR TEAM SCORES POINTS.
4. YOUR FIGHTER AFFECTS ANY FIGHTER WITH AN ABILITY.

YOU CAN TRACK YOUR FIGHTER'S EP ON THEIR EP BAR. THIS BAR HAS A MAXIMUM OF 12 EP, ANY EP EARNED BEYOND THIS WOULD NOT BE COUNTED.



WHEN YOU SPEND EP, SIMPLY SUBTRACT THE AMMOUNT USED FROM THE AMMOUNT YOU HAVE EARNED ON YOUR EGGSPERIENCE BAR.

TEAM EP: EVERY TIME YOUR TEAM SCORES POINTS EACH MEMBER OF THE TEAM GAINS THE EQUIVALENT EP.

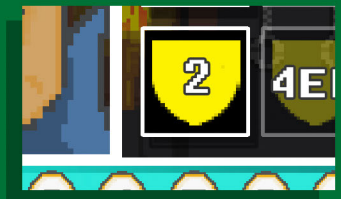
POINTS: POINTS ARE THE SINGLE MOST IMPORTANT ASPECT OF SPRITE FIGHTERS. THE TEAM THAT HAS THE MOST POINTS AT THE END OF THE GAME WINS. EACH SCENARIO WILL HAVE DIFFERENT RULES FOR HOW TO SCORE POINTS (GETTING A KO FOREMOST AMONG THEM). POINTS ARE EARNED EACH TIME A FIGHTER:

1. SCORES IN A SCENARIO
2. KO'S A FIGHTER.

THE EP AND POINTS EARNED WILL VARY DEPENDING ON THE SCENARIO. YOU CAN TRACK YOUR EP USING THE EP TRACK ON YOUR FIGHTERS PLAY-MAT. TRACK EACH TEAM OR PLAYER'S POINTS ON THE SCOREBOARD

DAMAGE, ARMOR, AND HEALTH:

MOST ABILITIES DEAL DAMAGE. WHEN A FIGHTER IS DEALT DAMAGE, REDUCE THEIR HEALTH BY THE AMOUNT OF DAMAGE TAKEN BY MOVING THE HEALTH CUBE LEFT THAT MANY SPACES. IF THE FIGHTER HAS ARMOR, THEN REDUCE THE AMOUNT OF DAMAGE TAKEN BY THE AMOUNT OF ARMOR. ARMOR CANNOT REDUCE DAMAGE TO LESS THAN 1. NO MATTER HOW MUCH ARMOR A FIGHTER HAS, THEY WILL ALWAYS TAKE AT LEAST 1 DAMAGE UNLESS THEY ARE TEMPORARILY INVINCIBLE.



IF THE AMOUNT OF DAMAGE TAKEN WOULD REDUCE A FIGHTER'S HEALTH TO 0, THAT FIGHTER IS CONSIDERED TO BE KO'D. A KO'D FIGHTER IS REMOVED FROM THE BOARD AND WILL SPAWN BACK IN ON HIS/HER NEXT TURN. A FIGHTER MAY NOT HEAL ABOVE THEIR HIT POINT MAXIMUM, HOWEVER, SOME ABILITIES OR POWER-UPS MAY PLACE A FIGHTER'S HEALTH ABOVE THE MAXIMUM; IF THIS HAPPENS AND THEY TAKE DAMAGE, THEY MAY STILL NOT HEAL ABOVE THEIR MAXIMUM HEALTH.



TARGETING

TARGETING: CHOOSE A HEX THAT IS WITHIN THE RANGE OF THE ABILITY. ANYTHING IN THAT HEX CAN BE AFFECTED BY THE ABILITY. WHEN TARGETING A HEX, DRAW A LINE FROM THE CENTER OF YOUR FIGHTER'S HEX TO THE HEX YOU WOULD LIKE TO TARGET. AS LONG AS YOU ARE WITHIN RANGE AND YOUR FIGHTER CAN SEE THE HEX, YOU CAN TARGET IT. IF THE LINE CROSSES THROUGH ANY RED OR SOME YELLOW TERRAIN HEXES (THE SPECIAL RULES FOR THE YELLOW TERRAIN WILL TELL YOU IF YOU CAN SEE THROUGH IT OR NOT), YOU CANNOT SEE THE TARGET HEX AND THEREFORE MAY NOT TARGET IT.

HEXES WITH **Red** LINES CANNOT BE TARGETED AND WILL BLOCK YOU FROM TARGETING PAST THEM. THESE WILL BE THINGS LIKE TREES, PILLARS, AND WALLS.

HEXES WITH **Yellow** LINES CAN BE TARGETED BUT YOU CANNOT TARGET PAST THEM.

THESE WILL BE THINGS LIKE TALL GRASS OR SMOKE.

AREA OF EFFECT [AOE]

SOME ABILITIES HAVE AREAS OF EFFECT. AN AOE'S SIZE IS DETERMINED BY HOW MANY HEXES AWAY FROM THE CENTER THEY ARE.

WHEN TARGETING WITH AN AOE, CHOOSE A HEX IN RANGE AND SIGHT, THIS BECOMES THE CENTER POINT.

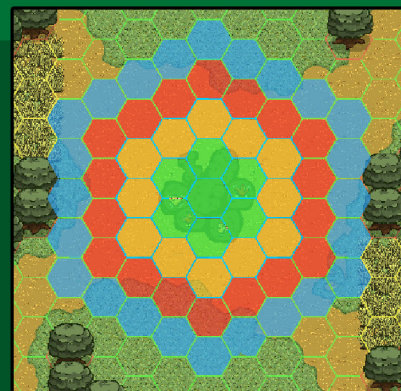
ANYTHING IN THE AOE IS EFFECTED BY THE AOE.

[EXAMPLE :

THESE 3 ENEMIES OR ALLIES CAN BE EFFECTED BY THE AOE.]



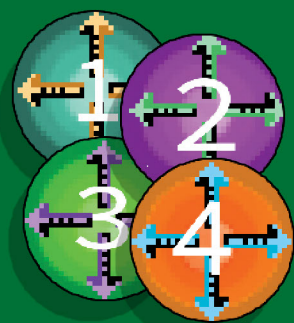
[EXAMPLE: ASHLY O'CONNOR CAN TARGET ANY HEX IN THE BLUE AREA, ANY HEXES IN THE RED AREA ARE OBSTRUCTED.]



[EXAMPLE:
AOE SIZES: 1, 2, 3 AND 4.]

AOE TOKENS:

AOE TOKENS HAVE A NUMBER ON EACH SIDE THAT CORRESPONDS WITH THE SIZE OF THE AOE BEING PLACED. THESE ARE USED WHEN AN ABILITY WITH AN AOE LASTS FOR MORE THAN 1 ROUND. IT MARKS THE MAP SO ALL PLAYERS ARE AWARE THAT THERE IS AN EFFECT IN THE AREA. MOST ABILITIES OF THIS TYPE WILL CAUSE AN EFFECT WHEN MOVING INTO OR ENDING YOUR TURN IN THEM. SO BE CAUTIOUS WHEN YOU SEE THESE ON THE BOARD.



LINE ABILITIES: SOME AOE ABILITIES HAVE AN L INSTEAD OF A NUMBER TO DETERMINE THE AOE SIZE, THIS MEANS THAT IT IS A LINE. LINE ABILITIES AFFECT ANYTHING IN THE LINE. CHOOSE A HEX WITHIN RANGE THAT YOU CAN SEE IN A STRAIGHT LINE FROM ONE OF YOUR HEXES 6 SIDES. ANYTHING IN THE LINE BETWEEN YOUR FIGHTER AND THE TARGET HEX ARE AFFECTED. LINE ABILITIES MUST FOLLOW A STRAIGHT PATH AND ARE LIMITED TO THE EXAMPLE TO THE RIGHT. LINE ABILITIES WILL PASS THROUGH ANY YELLOW TERRAIN, BUT NOT RED.



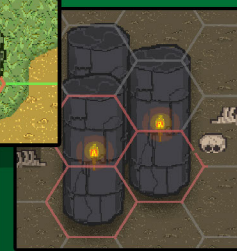
OBSTRUCTIONS:

HEXES WITH **RED** BORDERS CANNOT BE TARGETED AND WILL BLOCK YOU FROM TARGETING PAST THEM. THESE WILL BE THINGS LIKE TREES, PILLARS, AND WALLS. YOU CANNOT MOVE THROUGH THESE HEXES (UNLESS YOU USE PLACEMENT) OR SEE PAST THEM.



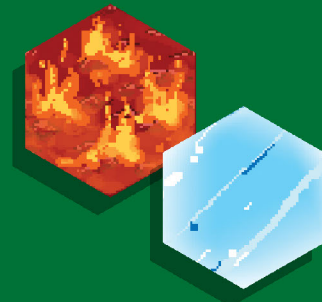
SPECIAL MAP HEXES:

HEXES WITH **YELLOW** BORDERS REPRESENT SPECIAL TERRAIN. TALL GRASS, ICE, FIRE, SMOKE ETC.
GRASS/SMOKE: THESE HEXES COST 2 SPEED TO ENTER, CAN BE TARGETED, BUT YOU CANNOT TARGET



FIRE: A FIGHTER WHO STARTS THEIR TURN ADJACENT TO A FIRE HEX RECEIVES 1 BURN TOKEN FOR EACH FIRE HEX ADJACENT TO THAT FIGHTER. IN ADDITION, A FIGHTER WILL RECEIVE 1 BURN TOKEN FOR EACH FIRE HEX ENTERED.

ICE: ICE HEXES COST 4 MOVEMENT TO ENTER.



CHICKEN MOBS:

CHICKEN BEHAVIOR DEPENDS ON THE SCENARIO. CHICKENS WILL EITHER BE CONTROLLED BY THE TEAM WITH THE SAME COLOR OR, IN A "FREE FOR ALL" GAME, WILL ALWAYS MOVE TOWARD THE CLOSEST FIGHTER.

CHICKENS MOVE 6 HEXES PER TURN. CHICKENS CANNOT MOVE THROUGH A HEX CONTAINING AN ENEMY FIGHTER OR ENEMY CHICKEN.

CHICKENS HAVE ONLY 1 HP. THEY ARE NOT AFFECTED BY STATUS EFFECTS.

FEEDBACK DAMAGE: IF A CHICKEN ENDS ITS MOVEMENT NEXT TO AN ENEMY FIGHTER OR IS KILLED, IT DEALS 1 FEEDBACK DAMAGE TO THAT FIGHTER (FEEDBACK DAMAGE CANNOT BE REDUCED OR PREVENTED IN ANY WAY, EVER!).



ALLIES AND ENEMIES:

ALLIES: ALLIES ARE ANY FIGHTER OR CHICKEN ON YOUR TEAM INCLUDING YOUR OWN FIGHTER. THIS IS TYPICALLY DETERMINED BY WHAT COLOR YOUR TEAM IS REPRESENTED BY, RED OR YELLOW. YOU ARE ALWAYS FREE TO MOVE THROUGH, SEE THROUGH, AND TARGET PAST YOUR ALLIES IF YOU HAVE RANGE. YOU MAY NOT END YOUR MOVEMENT ON THE SAME HEX AS AN ALLY. ALLIES ARE NEVER AFFECTED BY DAMAGE OR STATUS EFFECTS FROM FRIENDLY ABILITIES.

ENEMIES: ENEMIES ARE ANY FIGHTER OR CHICKEN NOT ON YOUR TEAM. THIS IS TYPICALLY DETERMINED BY WHAT COLOR YOUR TEAM IS REPRESENTED BY, RED OR YELLOW.

YOU CANNOT MOVE THROUGH ENEMIES, BUT YOU CAN SEE THROUGH THEM, AND TARGET PAST THEM. ENEMIES CAN BE AFFECTED BY DAMAGE AND STATUS EFFECTS CAUSED BY FIGHTER'S AND CHICKENS ON YOUR TEAM.

FREE-FOR-ALL GAMES: IN FREE-FOR-ALL GAMES, ALL FIGHTERS CAN BE ALLIES AND ENEMIES AT THE SAME TIME. THIS ALLOWS FOR FIGHTERS IN A FREE-FOR-ALL TO DECIDE HOW AND WHO THEY AFFECT WITH THEIR ABILITIES. CHICKENS ARE NEVER CONSIDERED ALLIES IN A FREE FOR ALL GAME.

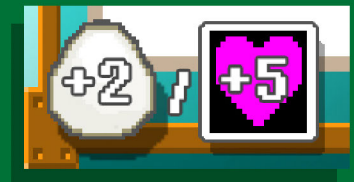


POWER UP DECK

POWER-UP HEXES/CARDS: WHEN A FIGHTER MOVES ONTO A POWER-UP HEX OF THEIR TEAM'S COLOR, YOU MAY DRAW THE TOP POWER-UP CARD. IF THERE ARE NO MORE CARDS IN THE POWER-UP DECK, SHUFFLE ALL THE CARDS IN THE DISCARD PILE TO MAKE A NEW DECK.



MOST POWER-UP CARDS HAVE 2 VALUES ON THE BOTTOM LEFT CORNER, AN EP VALUE AND A HEALTH VALUE. DURING THE MAINTENANCE PHASE, YOU MAY DISCARD ANY POWER-UP CARDS YOU HAVE TO GAIN EITHER ITS EP OR HEALTH VALUE. THIS CAN ONLY BE DONE DURING THE MAINTENANCE PHASE. EACH FIGHTER MAY ONLY HAVE 3 POWER-UP CARDS AT A TIME. IF YOU GAIN MORE, YOU MUST DISCARD POWER-UPS UNTIL YOU HAVE ONLY 3. YOU MAY REPLACE POWER-UPS YOU HAVE CURRENTLY, WITH NEW POWER-UPS YOU ACQUIRE. YOU MAY NOT USE A "SINGLE USE" POWER-UP CARD YOU DRAW IF YOU ALREADY HAVE 3 POWER-UP CARDS. YOU MUST DISCARD OR USE ONE OF YOUR 3 BEFORE USING THE NEW ONE. DISCARDING THEM THIS WAY DOES NOT ALLOW YOU TO GAIN EP OR HEALTH.



YOU MAY ONLY ACTIVATE A POWER-UP HEX THAT MATCHES YOUR TEAM'S COLOR AND YOU CAN ONLY ACTIVATE IT ON YOUR OWN TURN. ONCE A POWER-UP HEX HAS BEEN ACTIVATED, IT WILL FLIP AND BECOME USABLE TO THE OTHER TEAM.

THERE ARE TWO TYPES OF POWER-UP CARDS: SINGLE USE, AND PERMANENT.

A SINGLE USE CARD MAY BE USED AT ANY TIME ON ANYONE'S TURN FOR ANY REASON. IF YOU USE IT IN RESPONSE TO ANOTHER FIGHTER'S ABILITY, THE POWER-UP CARD RESOLVES FIRST. IF YOU ALREADY HAVE 3 POWER-UP CARDS AND DRAW A SINGLE USE POWER-UP, YOU MAY NOT USE IT UNLESS YOU FIRST USE OR DISCARD ONE OF YOUR 3 OTHER POWER-UPS FIRST.



PERMANENT CARDS REMAIN ACTIVE UNTIL EITHER REPLACED, DISCARDED DURING THE MAINTENANCE PHASE, OR UNTIL YOU ARE KNOCKED OUT. PERMANENT CARDS CAN BE PLACED UNDER THE ABILITY THEY MODIFY (IF THEY MODIFY A SPECIFIC ABILITY) OR ONTO THE PLAYMAT. DISCARD ALL OF A FIGHTER'S POWER-UP CARDS IF THAT FIGHTER IS KO'D.



GAME SELECT

NEW GAME START:

WHEN STARTING A NEW GAME CHOOSE YOUR SCENARIO AND MAP:

CHICKEN RUN: BE THE TEAM TO SAVE THE MOST CHICKENS. 2-8 PLAYERS (RECOMMEND FOR 2 EVEN TEAMS OF 2 OR MORE PLAYERS)

NEST ASSAULT: BE THE TEAM TO SCORE THE MOST POINTS BY DESTROYING YOUR OPPONANTS NESTS. 2-8 PLAYERS (RECOMMEND FOR 2 EVEN TEAMS OF 2 OR MORE PLAYERS)

ROOST RIVALRY: BE THE TEAM TO HOLD THE MOST POWER EGGS. 2-8 PLAYERS (RECOMMEND FOR 2 EVEN TEAMS OF 2 OR MORE PLAYERS)

HEN HUNTER: BE THE PLAYER TO COLLECT THE MOST GOLDEN HENS AND SURVIVE. 3-8 PLAYERS

KING OF THE ROOST: HOLD THE CENTER AND SURVIVE TO SCORE POINTS. 2-8 PLAYERS (FREE FOR ALL OR TEAMS)

EACH SCENARIO HAS SPECIAL SETUP, EP, AND SPAWNING RULES.

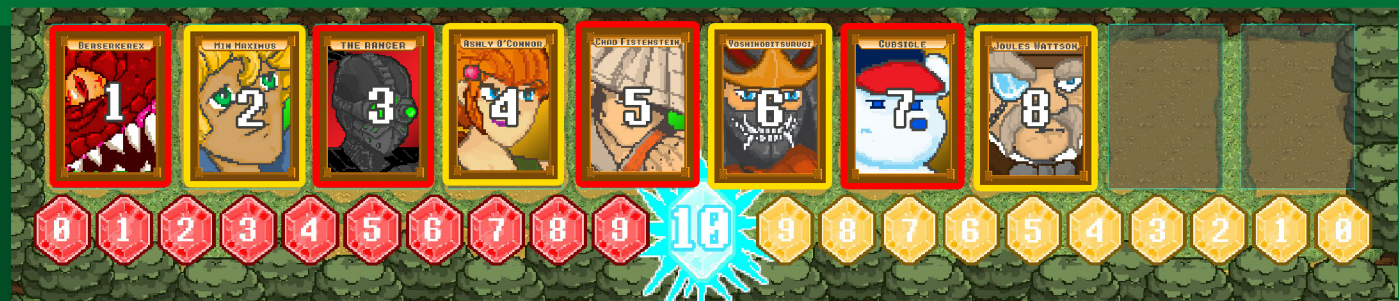
ARENA MAP: 2-6 PLAYERS

FOREST MAP: 4-8 PLAYERS

***RECOMMENDED TEAMS:** FOR YOUR FIRST FEW TIMES PLAYING, IT IS RECOMMENDED THAT YOU SELECT FIGHTERS FROM THE FOLLOWING TEAMS. AFTER YOU FEEL COMFORTABLE WITH THE FIGHTERS, YOU CAN FEEL FREE TO MIX THEM UP. FOR A TWO PLAYER GAME, IT IS RECOMMENDED THAT EACH PLAYER CONTROL AT LEAST 2 FIGHTERS EACH.

RED TEAM : BERSERKERREX, CHAD FISTENSTEIN, CUBSICLE, THE RANGER

YELLOW TEAM : MIN MAXIMUS, YOSHINOBITSURUGI, ASHLEY O'CONNOR, JOULES WATTSON



PECKING ORDER: THE PECKING ORDER DETERMINES WHEN A FIGHTER GETS TO ACT IN THE ROUND. A NEW PECKING ORDER IS CREATED EACH ROUND AT THE END OF THE MAINTENANCE PHASE. WHEN A FIGHTER ENDS THEIR TURN REMOVE THEIR HEAD CARD FROM THE PECKING ORDER TRACK.

TEAM GAME: IN A TEAM GAME THE PECKING ORDER ALTERNATES BETWEEN THE RED TEAM AND THE YELLOW TEAM. (I.E. - RED, YELLOW, RED, YELLOW). IN THE FIRST ROUND OF THE GAME, EACH TEAM CHOOSES THEIR OWN ORDER (RED TEAM GOES FIRST). EACH SUBSEQUENT ROUND, SWITCH WHICH TEAM GOES FIRST AND RANDOMIZE THE TEAM ORDER BY SHUFFLING YOUR TEAMS HEAD CARDS, PLACING THEM ON THE PECKING ORDER TRACK ALTERNATING, RED, YELLOW, OR YELLOW, RED DEPENDING ON THE ROUND.



FREE-FOR-ALL: IN A FREE FOR ALL GAME, SHUFFLE ALL THE HEAD CARDS AT THE START OF THE GAME AND PLACE THEM IN THE PECKING ORDER TRACK. THIS IS THE FIRST ROUND PECKING ORDER. REPEAT THIS PROCESS AT THE END OF EACH MAINTENANCE PHASE.