Templar

1 | 6

+1 Strength for each damage on this hero.

Supporter takes no damage from attacks targeting him.

Attack: Switch places with any allied hero, then perform a melee attack.

Any hero who attacks or did attack your unit with a melee attack during this wave is defeated.

Eligor Larington
Drums of Vengeance
4 | 23

Heroes in this unit have +5 attack strength if they have taken damage during this wave.

Trapper

4 | 5

Intercept
Takes no damage from ranged attacks.

Forerunner has Intercept. Supporter has ranged attack.

Attack: The opponent must discard a card at random.

The opponent must discard 3 cards at random.

Khadath Rhemusei
Dimensional Assault Team
5 | 19

This leader has ranged attack. All of your heroes have intercept.

Vampire

2 | 6

When this hero deals damage, it heals that much damage.

When this hero's forerunner takes damage, you can apply that damage to this hero instead.

Attack: Move up to 2 damage from your leader to any hero.

all

Move all damage from one hero onto another hero.

Demitras Denigrande
Deathless Legion
3 | 18

Your heroes and leader regain life equal to the damage they deal to opposing heroes.

Summoner

2 | 5

Attack: Return a hero in melee to its owner's hand.

Attack: Recruit a hero into any row in your unit.

keep | return | discard

Attack: Draw 3 cards. Put one in your hand, one back on top of the deck, and discard one.

any one

Name a card. Search your deck for it. If you find it, place it in your hand. Reshuffle your deck.

Lesdanra Machan
Summoned Battalion
1 | 21

Recruiting is a free action for you.

Planestalker

3 | 7

Intercept
Ranged Attack

Forerunner and Supporter have Ranged Attack.

Ranged Attack

x5

Do 5 damage to all heroes in both flanks.

Zaamassal Ketti
The Planestalkers
4 | 19

This leader's attack is ranged. All heroes in this unit have ranged attack.

Witch

1 | 5

+1 strength for each corpse in both units.

+4

+4 strength if standing behind a corpse.

clear!

Attack: Clear all corpses in a single wave in either unit.

pick up!

Return all corpses in a single wave to their owner's hand.

Heprizbah Ciotre
Reanimator Corps.
3 | 20

Corpses in your unit can attack, and have an attack strength of 3. *(Corpses are not heroes, do not receive forerunner or supporter benefits, and do not block melee attacks.)*

Scientist

2 | 5

Attack: Your opponent loses an action during the next wave.

Attack: Draw 2 cards.

Attack: Another hero in this unit makes a melee attack.

+3

Make 3 extra actions during this wave.

Luc Von Gott
Timeless Legion
1 | 17

You have three actions per wave instead of the normal two.

Pyromancer

3 | 3

Attack: Do 3 damage to each enemy hero and leader in melee.

Ranged Attack
Forerunner has Ranged Attack.

Ranged Attack

x7

Do 7 damage to all heroes in both vanguards.

Kallistar Flarechild
Elemental Fire Team
6 | 17

This leader's attack is ranged. When you are first player, heroes in this unit have +3 strength. Otherwise, they take 1 less damage from attacks.

Priestess

1 | 7

x4

Attack: Heal up to 4 damage from a hero.

Attack: Heal up to 2 damage from your leader.

Attack: Restore a corpse to life. This hero takes damage equal to the restored hero's life.

Restore a corpse to full life.

Magdelina Larington
Spiritual Support Squad
0 | 19

At the end of each complete round *(except the round I ceased fire)*, add a 'level marker' to this card. All heroes in this unit have +1 attack strength for each 'level marker' on this card.

©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.

Dragon Mage
6 3
Attack: Defeat a hero in melee.
Supporter has +3 attack strength.
Ranged Attack
Give a hero +5 attack strength until the end of this wave.
Adjenna Calista
Petrified Legion
4 17
Your opponent cannot use the 'clear corpse' action. (They can still clear corpses by other effects, like Orders and Attack Powers).

Fighter
4 8
Intercept
+2 strength
+4 strength
Do 5 damage to all heroes in a single column in both units.
Hikaru Sorayama
Geomantic Battalion
4 23
Your heroes and leader have +3 strength when making melee attacks.

Gunner
5 4
Ranged Attack +3 strength against intercepting heroes.
Ranged Attack Supporter has ranged attack.
Ranged Attack
Do 5 damage to all heroes in both rear waves.
Rukyuk Amberdeen
Arsenal & Artillery Division
5 18
This leader's attack is ranged. Whenever you play an order, apply 3 damage to a hero.

Doppelganger
3 5
Attack: Copy the attack power of any other vanguard hero.
Attack: Copy the attack power of any other flank hero.
Attack: Copy the attack power of any other rear hero.
Reveal an order from your hand, and execute its effects.
Sagas Seities
Assimilation Squad
2 18
This leader has the same leader ability, life total, and attack strength as your opponent's leader. (Only use its printed stats if you can't copy)

Knight
3 10
Intercept A hero who attacks this hero takes 2 damage.
Your leader takes no damage from ranged attacks.
Attack: Transfer up to 6 damage from heroes in this unit to this hero.
Do 4 damage to every enemy hero or leader in melee.
Cadenza
Clockwork Infantry Division
4 20
Your heroes and leader take 1 less damage from attacks.

Healer
1 4
Intercept Takes 2 less damage from attacks.
Attack: Heal up to 4 damage from a hero.
Attack: Heal up to 2 damage each from 3 different heroes.
Heal up to 10 damage from heroes. Divide this healing as you wish.
Kauri Shi Shorec
Magical Medical Marshals
0 15
At the end of each wave, all of your heroes and leaders in that wave heal 2 damage. Perform this step before checking for casualties.

Berserker
3 6
Takes 1 less damage from attacks, and has +2 attack strength.
A hero who attacks this unit in melee suffers 2 damage.
The first time that you play an order each rear wave, this hero makes a free ranged attack.
The first hero in each column of your unit performs a melee attack against an enemy hero.
Shekhtur Lenmorre
Kamikaze Shock Squad
4 19
Whenever a hero in this unit is defeated, that hero immediately makes a free melee attack. (The damage from this attack occurs after checking all casualties if it happens during the end of a wave.)

Assassin
3 1
Double attack strength against leaders
Forerunner has double printed attack strength against heroes.
Attack: Do 3 damage to an opposing leader.
Defeat a hero.
Regicide Heketch
Special Elimination Squad
8 15
When this leader or a hero in this unit attacks a hero, check casualties for the defending hero immediately after doing damage.

Alchemist
2 4
Intercept Takes 2 less damage from attacks.
Your leader takes 2 less damage from attacks.
Attack: Apply 1 damage to up to 5 different heroes.
Apply 7 damage to heroes. You may divide this damage as you wish.
Lixis Ran Kanda
Alchemical Warfare Division
2 17
All opposing heroes take 1 damage at the end of each wave (before casualties are checked).

©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.

Mystic

1 | 7

Intercept
Attack: Remove all damage from this hero.

Forerunner has +2 strength and takes 1 less damage from attacks.

Attack: Draw a card. You may play it as an order as a free action.

Play up to 3 orders from your hand.

Tatsumi Nuoc
Amphibious Mage Corps.
19 | 1

The first order you play each wave is a free action for you.

Oracle

2 | 4

Attack: Look at the opponent's hand and discard one card in it.

Attack: Look at the top 5 cards in your deck. Reorder them as you like.

You may freely look at the top card of your deck.

Discard your hand and draw the same number of cards you discarded, plus one. *(This card is not in your hand)*

Seth Cremmul
Psychic Recon Team
20 | 3

Your opponent plays with his hand revealed.

Overlord

3 | 7

Intercept

Attack: Your leader makes a melee attack.

Attack: Any hero in your unit makes a melee attack.

Recruit as many heroes as you wish to any single wave in your unit.

Cairngort Rexan
Overlord's Guard
17 | 4

When an opponent suffers a casualty, you can place that hero into an empty place in your unit and restore it to life. Heroes revived this way have only 1 life, and are discarded as soon as they are killed.

Illusionist

4 | 5

Attack: Return an allied hero to your hand.

Attack: The opponent must choose and reveal a card from his hand. You activate its order.

Attack: Recruit a hero from your hand, perform an attack with it, then discard it.

Randomly take a card from your opponent's hand, use its order effect, then discard it.

Arec Russell Zane
Phantom Platoon
15 | 4

When an opponent uses a melee attack, you decide which legal target he attacks.

Homunculus

3 | 7

Intercept
+2 attack strength

Attack: Move up to 7 damage from heroes in this unit onto this hero.

When a Rear Hero in your unit takes damge, you may apply that damage to this hero instead.

You may rearrange heroes and corpses in your unit freely.

Kehrolyn Ross
Synchro-Synthetic Squad
36 | 0

When applying damage to heroes, apply any damage that would be lethal *(equal to or exceeding the hero's life)* to this leader instead. *(If a hero with 4 life takes 5 damage, 3 goes to the hero and 2 to Kehrolyn.)*

Paladin

4 | 6

Intercept

Attack: Swap positions of two allied heroes or corpses in your unit.

Attack: Swap positions of two opposing heroes or corpses.

Freely rearrange your opponent's heroes and corpses in a single column.

Vanaah Kalmor
Tactical Strike Team
20 | 3

Restructuring is a free action for you. Clearing Corpses is a free action for you.

Mascot

1 | 4

Attack: Another Vanguard hero makes a melee attack.

Attack: Another Flank hero makes a ranged attack.

Attack: Another Rear hero makes a ranged attack.

Activate your leader's order effect.

Borneo
Costumed Avengers
20 | 1

After the first round of play, when you recruit a hero, that hero may immediately make an attack as a free action.

First Player Current Wave



The first player takes two actions with his current wave. Then the second player takes two actions with his current wave.

After this, move the Current Wave marker back to the next wave.

Once all waves are completed, first and second player trade badges, and the game resumes with the vanguard wave.

Action Reference

RECRUIT
To recruit, place a hero from your hand into any empty place in your current wave. Heroes recruited during this wave may not attack.

ATTACK
Choose a hero who has not performed an attack action. He may make a melee attack. Heroes with Ranged Attacks or Attack Powers may use these effects instead.

ORDER
Play a hero from your hand for its Order effect, then place it into your discard pile.

CLEAR CORPSE
Place a corpse from your unit into your discard pile.

DRAW
Draw one card from your deck.

RESTRUCTURE
Move a hero from any position in your unit to any empty position in your unit. A hero cannot move and attack during the same wave.

©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.

Templar

1 | 6

+1 Strength for each damage on this hero.

Supporter takes no damage from attacks targeting him.

Attack: Switch places with any allied hero, then perform a melee attack.

Any hero who attacks or did attack your unit with a melee attack during this wave is defeated.

Eligor Larington
Drums of Vengeance
4 | 23

Heroes in this unit have +5 attack strength if they have taken damage during this wave.

Trapper

4 | 5

Intercept
Takes no damage from ranged attacks.

Forerunner has Intercept. Supporter has ranged attack.

Attack: The opponent must discard a card at random.

The opponent must discard 3 cards at random.

Khadath Rhemusei
Dimensional Assault Team
5 | 19

This leader has ranged attack. All of your heroes have intercept.

Vampire

2 | 6

When this hero deals damage, it heals that much damage.

When this hero's forerunner takes damage, you can apply that damage to this hero instead.

Attack: Move up to 2 damage from your leader to any hero.

all

Move all damage from one hero onto another hero.

Demitras Denigrande
Deathless Legion
3 | 18

Your heroes and leader regain life equal to the damage they deal to opposing heroes.

Summoner

2 | 5

Attack: Return a hero in melee to its owner's hand.

Attack: Recruit a hero into any row in your unit.

keep | return | discard

Attack: Draw 3 cards. Put one in your hand, one back on top of the deck, and discard one.

any one

Name a card. Search your deck for it. If you find it, place it in your hand. Reshuffle your deck.

Lesdanra Machan
Summoned Battalion
1 | 21

Recruiting is a free action for you.

Planestalker

3 | 7

Intercept
Ranged Attack

Forerunner and Supporter have Ranged Attack.

Ranged Attack

x5

Do 5 damage to all heroes in both flanks.

Zaamassal Ketti
The Planestalkers
4 | 19

This leader's attack is ranged. All heroes in this unit have ranged attack.

Witch

1 | 5

+1 strength for each corpse in both units.

+4

+4 strength if standing behind a corpse.

clear!

Attack: Clear all corpses in a single wave in either unit.

pick up!

Return all corpses in a single wave to their owner's hand.

Heprizbah Ciotre
Reanimator Corps.
3 | 20

Corpses in your unit can attack, and have an attack strength of 3. *(Corpses are not heroes, do not receive forerunner or supporter benefits, and do not block melee attacks.)*

Scientist

2 | 5

Attack: Your opponent loses an action during the next wave.

Attack: Draw 2 cards.

Attack: Another hero in this unit makes a melee attack.

+3

Make 3 extra actions during this wave.

Luc Von Gott
Timeless Legion
1 | 17

You have three actions per wave instead of the normal two.

Pyromancer

3 | 3

Attack: Do 3 damage to each enemy hero and leader in melee.

Ranged Attack
Forerunner has Ranged Attack.

Ranged Attack

x7

Do 7 damage to all heroes in both vanguards.

Kallistar Flarechild
Elemental Fire Team
6 | 17

This leader's attack is ranged. When you are first player, heroes in this unit have +3 strength. Otherwise, they take 1 less damage from attacks.

Priestess

1 | 7

x4

Attack: Heal up to 4 damage from a hero.

Attack: Heal up to 2 damage from your leader.

Attack: Restore a corpse to life. This hero takes damage equal to the restored hero's life.

Restore a corpse to full life.

Magdelina Larington
Spiritual Support Squad
0 | 19

At the end of each complete round *(except the round I ceased fire)*, add a 'level marker' to this card. All heroes in this unit have +1 attack strength for each 'level marker' on this card.

©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.

Dragon Mage
6 3
Attack: Defeat a hero in melee.
Supporter has +3 attack strength.
Ranged Attack
Give a hero +5 attack strength until the end of this wave.
Adjenna Calista
Petrified Legion
4 17
Your opponent cannot use the 'clear corpse' action. (They can still clear corpses by other effects, like Orders and Attack Powers).

Fighter
4 8
Intercept
+2 strength
+4 strength
Do 5 damage to all heroes in a single column in both units.
Hikaru Sorayama
Geomantic Battalion
4 23
Your heroes and leader have +3 strength when making melee attacks.

Gunner
5 4
Ranged Attack +3 strength against intercepting heroes.
Ranged Attack Supporter has ranged attack.
Ranged Attack
Do 5 damage to all heroes in both rear waves.
Rukyuk Amberdeen
Arsenal & Artillery Division
5 18
This leader's attack is ranged. Whenever you play an order, apply 3 damage to a hero.

Doppelganger
3 5
Attack: Copy the attack power of any other vanguard hero.
Attack: Copy the attack power of any other flank hero.
Attack: Copy the attack power of any other rear hero.
Reveal an order from your hand, and execute its effects.
Sagas Seities
Assimilation Squad
2 18
This leader has the same leader ability, life total, and attack strength as your opponent's leader. (Only use its printed stats if you can't copy)

Knight
3 10
Intercept A hero who attacks this hero takes 2 damage.
Your leader takes no damage from ranged attacks.
Attack: Transfer up to 6 damage from heroes in this unit to this hero.
Do 4 damage to every enemy hero or leader in melee.
Cadenza
Clockwork Infantry Division
4 20
Your heroes and leader take 1 less damage from attacks.

Healer
1 4
Intercept Takes 2 less damage from attacks.
Attack: Heal up to 4 damage from a hero.
Attack: Heal up to 2 damage each from 3 different heroes.
Heal up to 10 damage from heroes. Divide this healing as you wish.
Kauri Shi Shorec
Magical Medical Marshals
0 15
At the end of each wave, all of your heroes and leaders in that wave heal 2 damage. Perform this step before checking for casualties.

Berserker
3 6
Takes 1 less damage from attacks, and has +2 attack strength.
A hero who attacks this unit in melee suffers 2 damage.
The first time that you play an order each rear wave, this hero makes a free ranged attack.
The first hero in each column of your unit performs a melee attack against an enemy hero.
Shekhtur Lenmorre
Kamikaze Shock Squad
4 19
Whenever a hero in this unit is defeated, that hero immediately makes a free melee attack. (The damage from this attack occurs after checking all casualties if it happens during the end of a wave.)

Assassin
3 1
Double attack strength against leaders
Forerunner has double printed attack strength against heroes.
Attack: Do 3 damage to an opposing leader.
Defeat a hero.
Regicide Heketch
Special Elimination Squad
8 15
When this leader or a hero in this unit attacks a hero, check casualties for the defending hero immediately after doing damage.

Alchemist
2 4
Intercept Takes 2 less damage from attacks.
Your leader takes 2 less damage from attacks.
Attack: Apply 1 damage to up to 5 different heroes.
Apply 7 damage to heroes. You may divide this damage as you wish.
Lixis Ran Kanda
Alchemical Warfare Division
2 17
All opposing heroes take 1 damage at the end of each wave (before casualties are checked).

©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.

Mystic

1 | 7

Intercept
Attack: Remove all damage from this hero.

Forerunner has +2 strength and takes 1 less damage from attacks.

Attack: Draw a card. You may play it as an order as a free action.

Play up to 3 orders from your hand.

Tatsumi Nuoc
Amphibious Mage Corps.
1 | 19
The first order you play each wave is a free action for you.

Oracle

2 | 4

Attack: Look at the opponent's hand and discard one card in it.

Attack: Look at the top 5 cards in your deck. Reorder them as you like.

You may freely look at the top card of your deck.

Discard your hand and draw the same number of cards you discarded, plus one. *(This card is not in your hand)*

Seth Cremmul
Psychic Recon Team
3 | 20
Your opponent plays with his hand revealed.

Overlord

3 | 7

Intercept

Attack: Your leader makes a melee attack.

Attack: Any hero in your unit makes a melee attack.

Recruit as many heroes as you wish to any single wave in your unit.

Cairngort Rexan
Overlord's Guard
4 | 17
When an opponent suffers a casualty, you can place that hero into an empty place in your unit and restore it to life. Heroes revived this way have only 1 life, and are discarded as soon as they are killed.

Illusionist

4 | 5

Attack: Return an allied hero to your hand.

Attack: The opponent must choose and reveal a card from his hand. You activate its order.

Attack: Recruit a hero from your hand, perform an attack with it, then discard it.

Randomly take a card from your opponent's hand, use its order effect, then discard it.

Brec Russell Zane
Phantom Platoon
4 | 15
When an opponent uses a melee attack, you decide which legal target he attacks.

Homunculus

3 | 7

Intercept
+2 attack strength

Attack: Move up to 7 damage from heroes in this unit onto this hero.

When a Rear Hero in your unit takes damge, you may apply that damage to this hero instead.

You may rearrange heroes and corpses in your unit freely.

Kehrolyn Ross
Synchro-Synthetic Squad
0 | 36
When applying damage to heroes, apply any damage that would be lethal *(equal to or exceeding the hero's life)* to this leader instead. *(If a hero with 4 life takes 5 damage, 3 goes to the hero and 2 to Kehrolyn.)*

Paladin

4 | 6

Intercept

Attack: Swap positions of two allied heroes or corpses in your unit.

Attack: Swap positions of two opposing heroes or corpses.

Freely rearrange your opponent's heroes and corpses in a single column.

Vanaah Kalmor
Tactical Strike Team
3 | 20
Restructuring is a free action for you. Clearing Corpses is a free action for you.

Mascot

1 | 4

Attack: Another Vanguard hero makes a melee attack.

Attack: Another Flank hero makes a ranged attack.

Attack: Another Rear hero makes a ranged attack.

Activate your leader's order effect.

Juto
Kigurumi Division
1 | 20
After the first round of play, when you recruit a hero, that hero may immediately make an attack as a free action.

Second Player Current Wave



The first player takes two actions with his current wave. Then the second player takes two actions with his current wave.

After this, move the Current Wave marker back to the next wave.

Once all waves are completed, first and second player trade badges, and the game resumes with the vanguard wave.

Action Reference

RECRUIT
To recruit, place a hero from your hand into any empty place in your current wave. Heroes recruited during this wave may not attack.

ATTACK
Choose a hero who has not performed an attack action. He may make a melee attack. Heroes with Ranged Attacks or Attack Powers may use these effects instead.

ORDER
Play a hero from your hand for its Order effect, then place it into your discard pile.

CLEAR CORPSE
Place a corpse from your unit into your discard pile.

DRAW
Draw one card from your deck.

RESTRUCTURE
Move a hero from any position in your unit to any empty position in your unit. A hero cannot move and attack during the same wave.

©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.

Game Designer

3 / 4

BAN! → +1 — Attack strength is equal to the number of cards in the opposing discard pile.

BANNED! — All heroes who would become corpses are discarded instead.

BANNED! — **Attack:** Your opponent discards the top 3 cards of his deck.

BANNED! — Name a card that is not the opponent's leader. Your opponent discards that card from his unit, hand, or deck.

D. Brad Talton Jr.

The Game Changers

3 / 25

At the end of each complete round of combat, name a card other than the opposing leader. Both players discard that card from their units, hands, or decks.

Reporter

0 / 5

Attack: Kill a hero who is adjacent to a corpse.

Draw a card each time a hero in this unit is killed.

Attack: Discard a card. If you do, draw 2 cards.

x8 — If there are 8 corpses in your opponent's unit, rout the opposing unit.

Marion

Retro Reconnaissance Team

1 / 19

Once per wave, as an action, you may reveal a card from your hand to instantly kill an opposing hero with the same name as the revealed card.

Gameshow Host

1 / 6

door #1 or door #2 — **Attack:** Your opponent must either discard 2 cards or kill a hero in his unit.

second chance! — Other heroes in this unit cannot be targeted by 'kill' effects.

random! — **Attack:** Randomly select a card from your hand and recruit it to any space in your unit.

+10 → to 5 — Draw 10 cards, then discard down to 5 cards. You have 30 seconds to do this, or you must discard them all!

Roy

The Pixel is Right

1 / 25

After each round, name a card, then your opponent reveals his hand. If the card is in your opponent's hand, his leader takes 4 damage.

Collector

0 / 5

+1 — +1 attack strength for each card in hand (maximum of +7)

under 7 → +1 — If you use a draw action and have fewer than 7 cards in hand, draw an extra card.

Attack: Add a corpse from your opponent's unit to your hand.

all — Draw all cards in your deck. At the end of the next rear wave, you lose the game.

Arcus

Gotta Catch 'em All

2 / 20

At the end of each wave, if you have fewer than 7 cards, draw a card for free.

Apprentice

2 / 4

Attack: Swap position and control of this hero and an opposing hero.

same — The opponent cannot order or recruit cards that have the same name as heroes in this unit.

Attack: Draw a card from your opponent's deck.

Trade hands with your opponent. (Discard this order first)

Verona

Spellcasting Shuffle Squad

1 / 19

After the end of each round, you and your opponent trade hands. Then the player with fewer cards draws until he has the same number as the player with more.

Game Artist

0 / 6

+1 per — +1 attack strength for each differently illustrated card in play.

Attack: Use a blank index card and make a copy of another hero in play. Recruit the copy.

Attack: Use a blank index card and make a copy of a card in your hand. Add it to your hand.

any — Use a blank index card and make a copy of any other Pixel Tactics card. Add it to your hand.

Fabio Fontes

The Rough Banters

3 / 26

At the start of the game, take 3 index cards and write the names of 3 different Pixel Tactics cards. Place these in your hand. They count as copies of the named cards and have all the effects and stats of the originals.

Game Reviewer

1 / 5

+ — When this hero attacks, roll a d6. The attack has that much extra strength.

≤ 6? → +2 — **Attack:** Roll 2d6. If you roll 7 or greater, take 2 extra actions.

≠ diff / = same — **Attack:** Choose a hero and roll 2d6. That target's remaining life becomes equal to the difference in the two die rolls.

Challenge! — Challenge your opponent to another 2-player game. The winner of that game can destroy any three heroes of choice.

Tom Vasel

Towering Dice Division

5 / 19

At the end of each wave, roll 2d6. If your roll equals the number of corpses in your opponent's unit, rout the opposing unit.

2013 The Dice Tower

To Play: Print up all of these sheets. The first three and second three sheets form two separate decks. Use the Red Card backs on the first deck, and Blue Card Backs on the second deck. The First Player and Second player markers are shared by both decks. You will need to print three copies each of the 'back' pages if you wish to use them.

This page contains promo cards, which can be paired with the green card backs. Rules for using the promo cards and for playing the game are online at http://www.lvl99games.com/games/pxeltactics

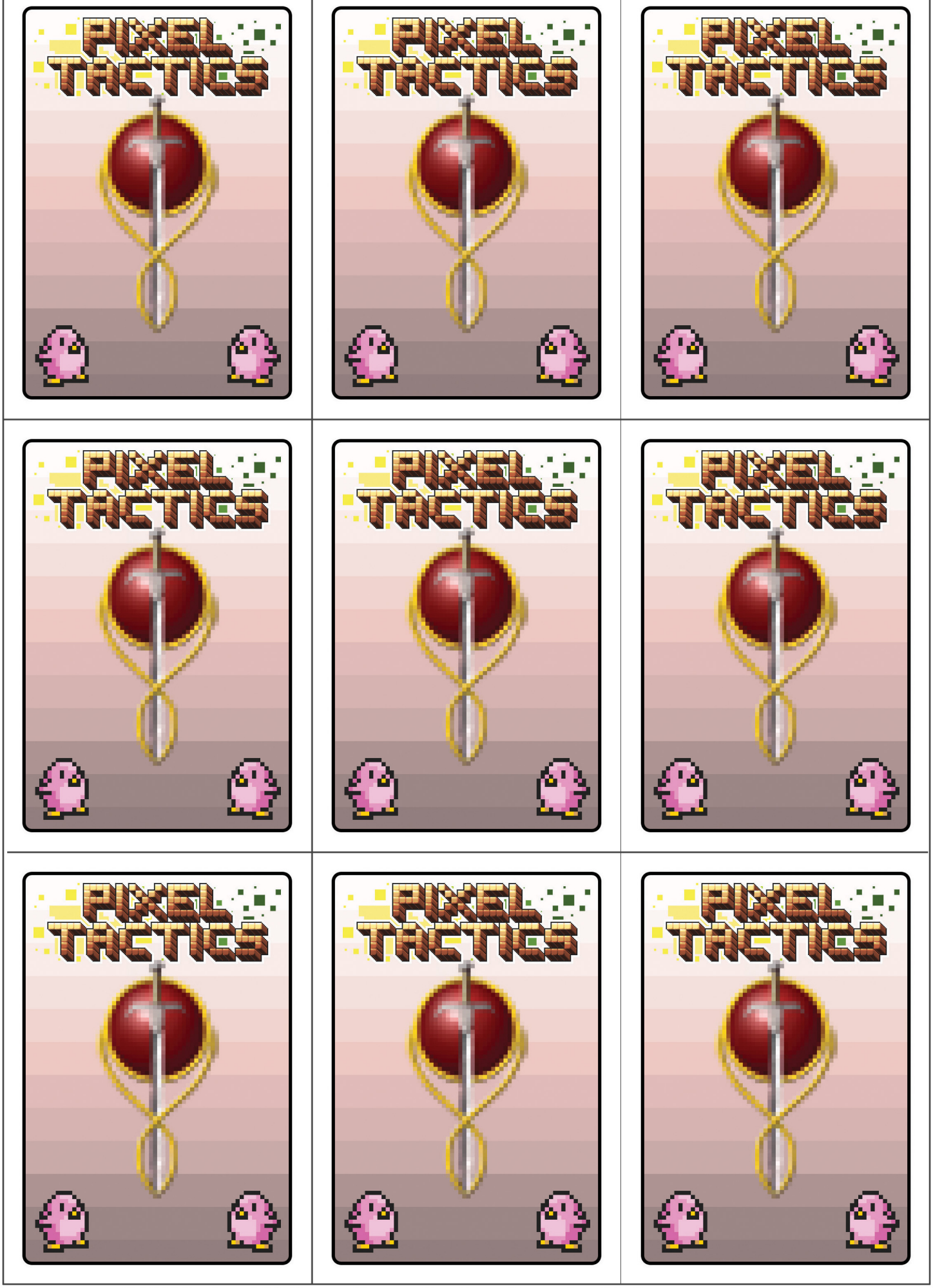
You can use this scan code to watch a tutorial video and download extras --> *(It's the same as the URL above)*

Thanks for playing! If you enjoyed this game, you can purchase a physical copy at http://store.lvl99games.com

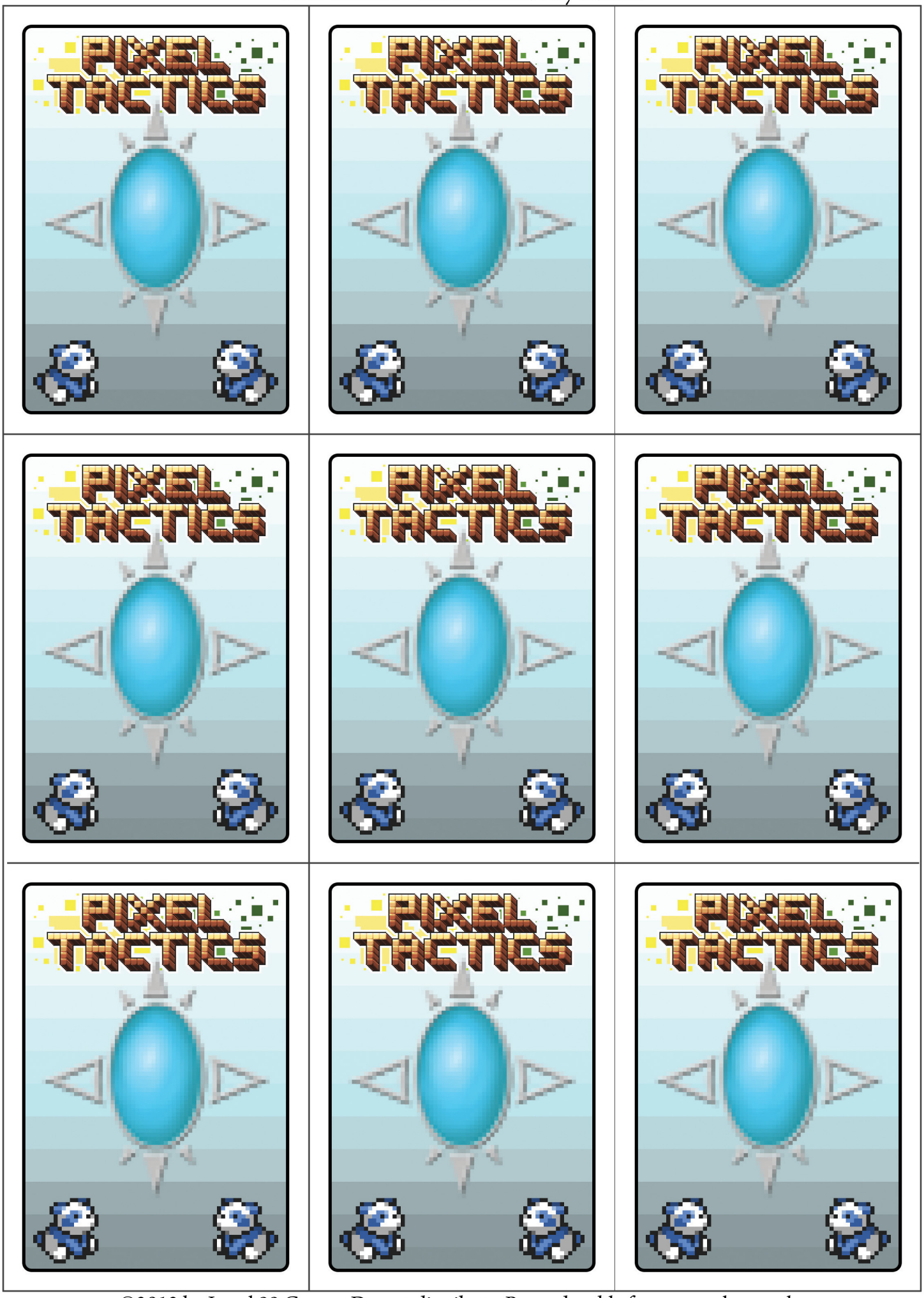
MINIGAME LIBRARY

LEVEL 99 games WWW.LVL99GAMES.COM

©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.



©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.



©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.



©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.



©2012 by Level 99 Games. Do not distribute. Reproducable for personal use only.