



PIXEL DEMON'S

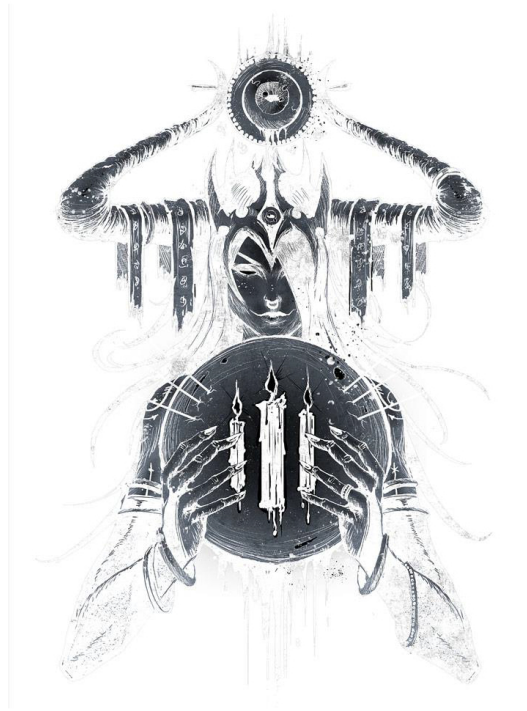


REALM

SOULFAIRE
RULEBOOK



INTRODUCTION



Welcome to **Soulitaire**! This rulebook will explain how to play this bonus, single-player, variant of Pixel Demon's Realm. Soulitaire captures the feeling of playing traditional Solitaire while adding some thematic twists, unique to the dark realm.

In Soulitaire, you will be trying to cross through the portal from the mortal realm into the dark realm with as many demons bound to your will as possible; a follow-up narrative to multiplayer Realm. The more demons in your service, the greater your chances of surviving and conquering in the dimensions beyond. You must gather all the elements of ritual first in order to stabilize the portal and allow safe passage through. Without performing this stabilizing spell, your soul will be torn asunder!

Before playing, we recommend that you familiarize yourself with a few concepts and phrases from the multiplayer rulebook. Mainly, you will need to be able to identify: **Ritual Cards**, **Demon Cards**, **Mimics**, the **Portal Card**, and the **suit and rank** of Ritual Cards.

SETUP

First, take the Ritual Cards and shuffle them together to form a deck. (54 cards in total, including the Mimics.) Place cards from the top of this deck face down, one-by-one, to create a row of 6 cards. Then create another row by placing another 6 cards face down, slightly overlapping and below the previous row, as shown in the setup diagram on the next page.

Repeat this process to create the layout consisting of 6 rows with 6 cards each, with each row overlapping the previous one above it. The final row of cards should be placed face up.

This arrangement of 36 cards is called **The Spellboard**.

(See the diagram on the next page.)

Next, place 4 cards from the deck in individual face-up piles nearby, to create the start of your 4 **Foundation Stacks**.

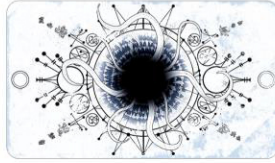
Take the remaining cards and set them aside without examining them. These cards won't be used for the rest of the game.

Shuffle together all of your Demon Cards. Take 6 of them at random and place them in a single, face-up **Demon Pile**. These are the demons that you will try to take through the portal with you, however, you may need to leave some behind to succeed!

Finally, place the **Portal Card** above the Spellboard - a North Star to guide you to your diabolic victory.

(The other cards, such as the Pacts, Vessels, Afflictions, etc., are not used in this game mode.)

INITIAL SETUP



Portal Card



The Spellboard



Foundation Stacks



Demon Pile

GAMEPLAY

Victory Condition

- Remove all the cards from the Spellboard by moving them to the 4 Foundation Stacks. You can now travel safely through the dark portal with any of your remaining demons.

Loss Condition

- When you can no longer move any cards from the Spellboard or the Demon Pile to the Foundation Stacks, the game is over. You have failed to reach the portal and your incomplete spell has fragmented your soul, sucking its broken, useless essence into the void between realms.

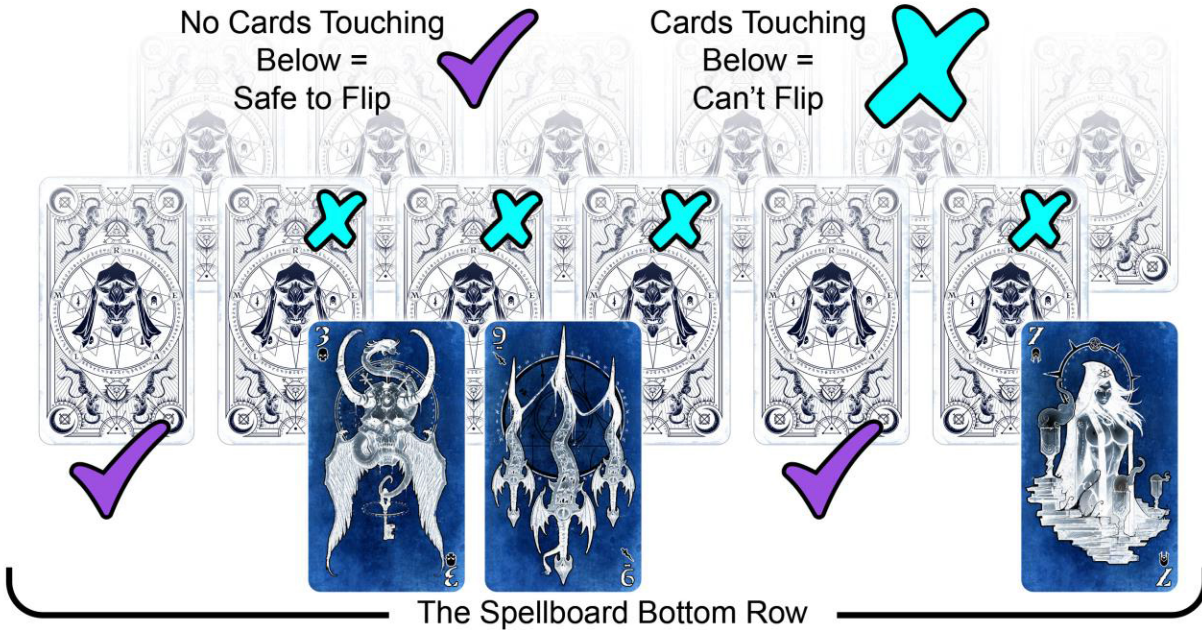
Moving Cards

To stabilize the portal to the dark realm, you will need to clear away the face-up cards from the Spellboard, by moving them into the Foundation Stacks. As you move these cards, you will expose the face-down cards in the rows behind them.

Once a face-down card has no overlapping cards touching it, you may turn it face up, giving you new opportunities to progress up towards the Portal.

(See the diagram on the next page.)

FLIPPING A RITUAL CARD



You may move a Ritual Card from the Spellboard to a Foundation Stack, if the card you are placing it onto is one rank higher or lower than the card you are moving.

Note: The suit of these cards does not matter when determining whether they can be moved, only their ranks.

For example, if the top card of a Foundation Stack is a 7, you may move either a 6 or an 8 (of any suit) from the Spellboard and place it on top of that 7.

When playing Soulitaire, it is very important to know the order of the Ritual Card ranks, which is as follows:

A 2 3 4 5 6 7 8 9 10 E S K A



THIS MEANS YOU CAN PLACE AN
ACE ONTO A KEEPER OR A 2!

Once a card is put into a Foundation Stack, it may no longer be moved elsewhere. Think carefully about where and when to move cards!

Special Cards – The Mimics

The Realm Wardens and Aces do not have unique abilities in this mode, they behave identically to the other Ritual Cards.

The Mimics, however, can be used to imitate other Ritual Cards, becoming any card you desire! When you move a Mimic onto the Foundation Stack, you must declare a rank for them. Once you do, this can no longer be changed.

(If the game begins with a Mimic in the Foundation Stack, you may treat it as whatever rank you wish.)

Performing a Sacrifice

As you stabilize the portal, there may be times when you become stuck, unable to move any visible cards to the Foundation Stacks. In order to progress, you may need to expend one of your Demon Cards in a special action called a **Sacrifice**.

To make a Sacrifice, move the top card of the Demon Pile onto the top card of any Foundation Stack that has a suit or rank matching one of the symbols found on the Demon Card. If the Demon Card's symbols do not match with any Foundation Stack cards, you may not move the Demon Card.

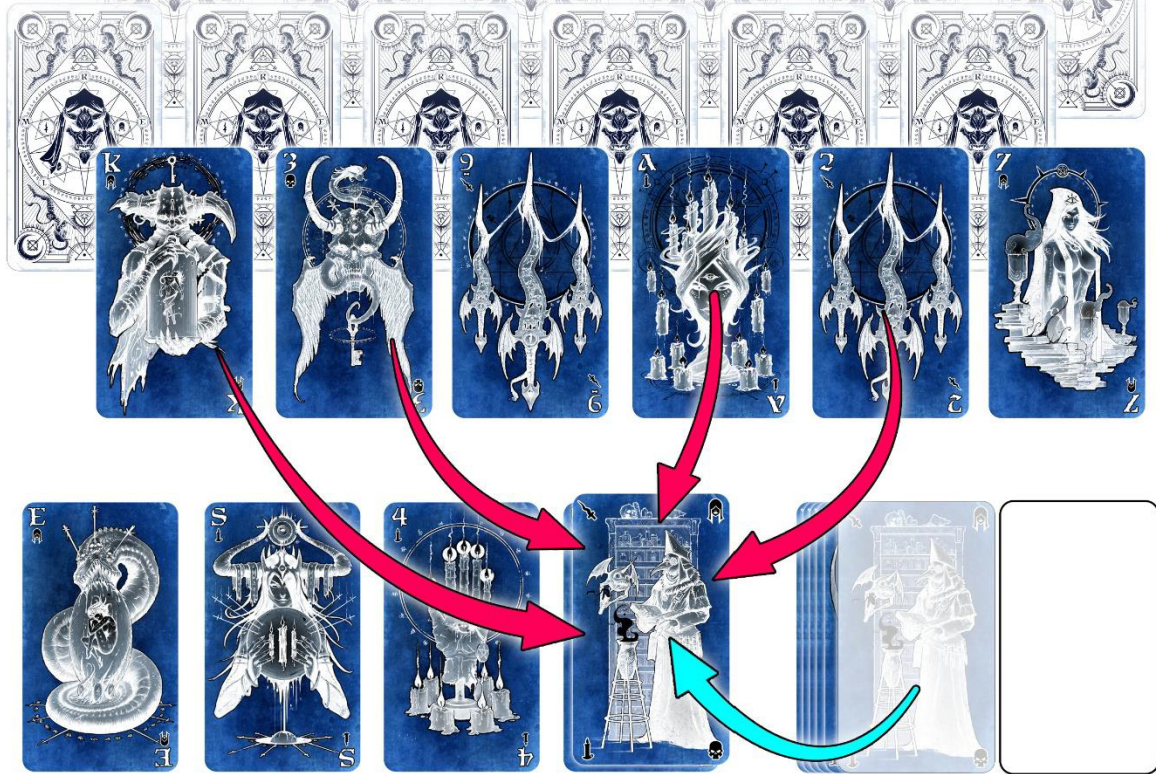
Note: At any time, you may simply discard the top card of the Demon Pile. This will allow you to access the next demon in the pile. Any Demon Cards discarded this way can no longer be used for the remainder of the game.

After placing the Demon Card onto a Foundation Stack, it takes with it several Ritual Cards. For each symbol on the Demon Card, you may choose one visible card from the Spellboard that matches that symbol. You may then move each of those cards onto the Demon Card in the Foundation stack, placing them in any order. If there is a Mimic visible in the Spellboard, it can become any suit or rank you wish, in order to match a Demon Card's symbol.

This means that up to 4 Ritual Cards can be moved in a single Sacrifice! (See the example diagram on the next page.)

You may perform a Sacrifice at any time, not only when you are stuck. Using a Sacrifice at the right moment can often be the difference between victory and defeat.

THE SACRIFICE



In the example diagram above, the Demon Card 'Bosche the Plague Doctor' has been sacrificed from the top of the Demon Pile and placed onto a Foundation Stack.

Several cards from the Spellboard can now be moved on top of the Demon Card. The symbols on Bosche happen to be each of the 4 different suits. This means that 1 card of each suit is able to be moved from the Spellboard onto Bosche, with any of them becoming the new top of the Foundation Stack.

ENTERING THE PORTAL

When you have removed all of the Ritual cards from the Spellboard, fully stabilizing the portal, you may pass through safely.

Congratulations! This alone is a great feat, one that few before you have attempted, and fewer still have achieved. However, the ultimate measure of your success lies in the number of demons you manage to take through the portal with you... those who are not sacrificed in the process.

Challenge yourself to make it through the Portal with as many demons as possible! Consult the list below to discover your new role after passing through the portal.

REMAINING DEMONS

- 0 : Wanderer of the Realms
- 1 : Adept Ritualist
- 2 : Dark Savant
- 3 : Greater Demon
- 4+ : Master of the Realm