



PIXEL DEMON'S



REALM

SOLO RULEBOOK



INTRODUCTION



Welcome to the single player version of Pixel Demon's Realm!

In this solo version, you will be trying to close the portal to the dark realm before too many Demons pass through it into the mortal realm. While the gameplay in this solo version is slightly different than the multiplayer version, it captures many of the same narrative themes, core strategic elements, and tense moments, in order to create a similar overall experience.

Before playing, we recommend that you familiarize yourself with a few concepts from the multiplayer rulebook. A printed rulebook is included in your game box, but also exists as a digital document that can be downloaded from the game's website:

www.PixelDemon.org/Realm

Specifically, you will need to understand the concepts of **Demon** and **Ritual Cards** and how to use Ritual Cards to **bind a Demon**. The process of binding a Demon is the same in both versions.

It may also help to familiarize yourself with the names of the other cards, to easily identify the Realm Wardens, Vessels, Mimics, etc.

SETUP

(See the diagram on the next page for a visual of the initial setup.)

Begin by shuffling together all of the Ritual Cards. Place them face down to make the Ritual Deck, which is where you will draw cards from during the game.

Leave space next to the Ritual Deck for a Discard Pile, where you will place all used and discarded Ritual Cards during gameplay.


Randomly choose 15 Demon Cards and shuffle them together. Place the pile face down (with the card's text facing up) to create the Demon Deck. Take the top 2 Demon cards from the deck and place each 1 space to the right, to form a horizontal **Demon Row**. *(See the diagram on the next page for a visual of this row.)*

Flip these 2 Demon Cards face up so that you can see their binding requirements. Do the same for the top card of the Demon Deck and place the Portal Card directly under it. All face-up Demons are considered part of the Demon Row.

Place the Vessels in a single pile nearby to form the Vessel Stack.

You should also leave a space for your Bound Demons. Unlike the multiplayer version, Bound Demons do not need to all be displayed at once. Instead, they can be collected into a single Bound Demon pile.

STARTING LAYOUT

The Demon Row 

Position 1

2

3

4

5



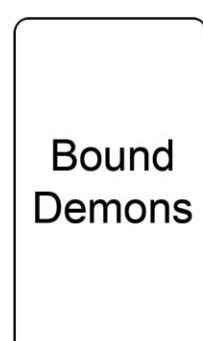
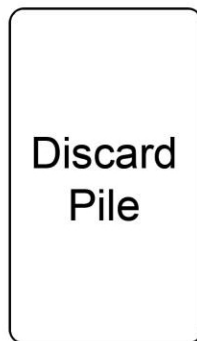
*Example Demon



*Example Demon



*Example Demon



Hand

GAMEPLAY

Victory Conditions

- Bind the last remaining visible Demon in the Demon Row, including any Demon on top of the Demon Deck. When there are no more Demons visible in the row, you have successfully sealed the portal to the dark realm and you win!

Loss Conditions

- If there are ever 5 visible Demons in the Demon Row (including the Demon on top of the portal). Too many Demons have escaped into the mortal realm and you lose.

OR

- At the end of your turn, if you need to bring a Demon through the portal, but there are none remaining in the Demon Deck. The portal to the dark realm remains open for the Greater Demons to come through and you lose.

Turn Sequence

At the start of each turn, draw cards from the Ritual Deck until you have 6 cards in your hand.

You may then play cards from your hand in order to bind a Demon in the Demon Row. (Follow the rules for **binding a Demon** in the main rulebook.) You may **not** bind the Demon on top of the Demon Deck unless it is the last remaining Demon in the row.

When you bind a Demon, place it face down in a Bound Demons pile near you. (The Demon's curse has no effect in solo mode.) If you bound a Demon **not** in the last position of the Demon Row (furthest right), shift all Demons beyond it left, to fill its spot.

You may also play cards to summon a Vessel or play Realm Wardens for their powers. (Both explained in later sections.)

When you have no other actions to take, the current turn ends. You must discard down to a 5 card hand, but will draw up to a 6 card hand again on your next turn. Before you can begin the next turn, you must first advance the Demon Row.

Advancing the Demon Row

At the end of each turn, you must advance the Demon Row. You will do one of the following two options. To know which one, first, check if there is a Demon card on top of the Demon Deck:

Option 1 - If there is a Demon visible on top of the Demon deck, move all the cards in the Demon Row over one position to the right. The Demon previously on top of the deck should now be in position 2, and the Portal Card should now be visible for the next turn.

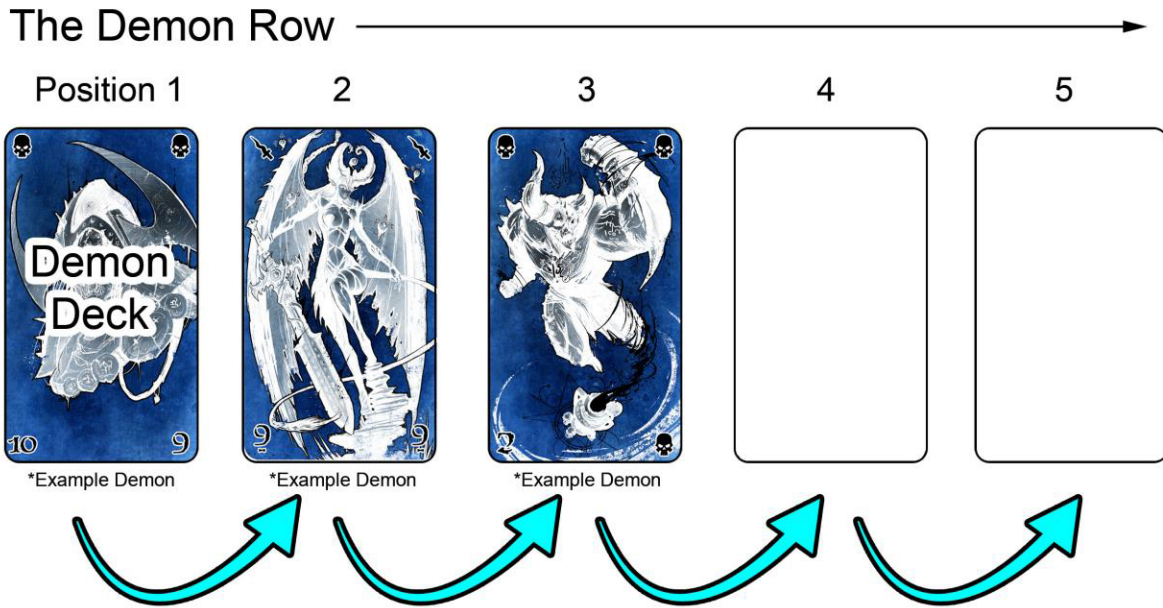
Option 2 - If the Portal Card is visible on top of the Demon Deck, take the Demon below the Portal Card and place it on top, face-up. None of the other Demons should move this turn.

This sequence means that a new Demon will emerge through the portal every other turn.

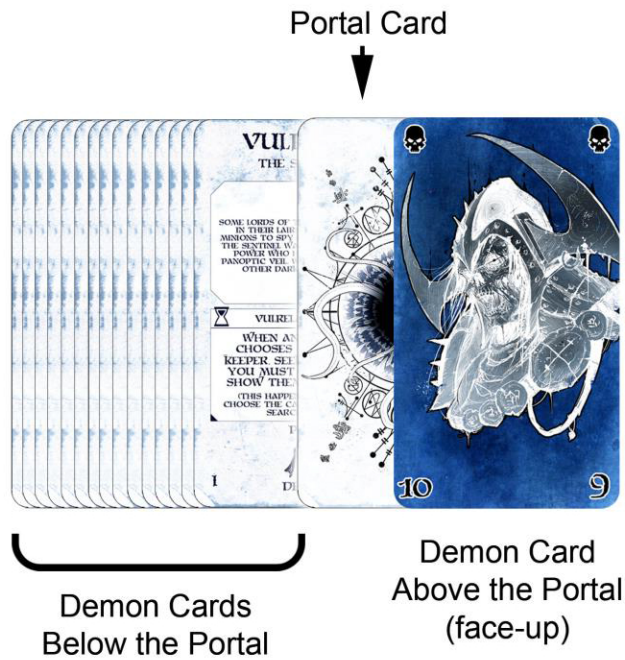


YOU WILL NEED TO BIND THEM
QUICKLY TO KEEP UP WITH
THEIR SADISTIC PACE!

ADVANCING THE ROW



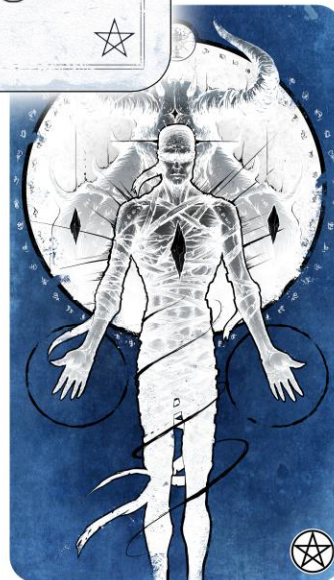
DEMON DECK COMPOSITION



VESSELS



Back



Front

During your turn, you may summon a Vessel from the Vessels Stack into your hand by discarding 3-of-a-kind (3 Ritual Cards of the same suit or rank) from your hand.

Vessels in your hand can be played as ‘wild cards’ of any suit and rank. This makes them very effective for binding Demons, but their power comes at a cost... When you play a Vessel to bind a Demon, you must declare **both** a suit and rank for it. Then reveal the top card of the Ritual Deck. Compare the suit and rank of the revealed card to the declared suit and rank of the Vessel:

- If neither the suit nor rank of the revealed card matches the Vessel’s suit or rank, the binding ritual is successful! Put the revealed card into the Discard Pile and bind the Demon.
- If either the suit or rank (or both) matches the Vessel’s suit or rank, the Ritual is **‘Disrupted’**. Place both the revealed card and the used Ritual Cards back into your hand. The Demon remains unbound and your turn immediately ends, discard down to 5 cards and advance the Demon Row as normal.

You must return the Vessel to the Vessels Stack after it has been used, regardless of the result of the ritual.

When using multiple Vessels, remember to declare the suit and rank for all Vessels before checking if any are disrupted.

Vessels must always be returned to the Vessels Stack, they should never be put into the Ritual Deck or its Discard Pile.

ACES

Aces behave just as they do in the multiplayer version; when played, they can be used as any number rank you desire, but always retain their original suit.

REALM WARDENS & MIMICS



Wardens
(Eater, Seeker, Keeper)



Mimics

The Realm Warden and Mimic cards have unique powers in the solo version of Pixel Demon's Realm. Realm Wardens can still be

used to satisfy the suit requirement of a Demon or Vessel, but they can be played from your hand for the following effects:

Eater – You may play an Eater from your hand to take any visible Demon in the row and place it on the bottom of the Demon Deck. Then you must replace it, by taking the Demon just below the Portal Card and placing it in the previous Demon's location.

Seeker - You may play a Seeker from your hand to draw 2 cards from the Ritual Deck and then discard 1 card from your hand.

Keeper – Keepers cannot be played for any special ability. However, they are unique in that they do not count towards your hand size. Do not count them when discarding down to 5 cards at the end of your turn, or when drawing up to 6 cards at the start of your turn. They allow you to exceed these typical thresholds.

Mimic – Mimics can be played from your hand as a copy of any other card in your hand, except for Vessels. For example, you may copy Realm Wardens for their unique powers...



...OR MIMIC AN ACE TO CHOOSE
ANY NUMBER RANK FOR IT!