



by Owen Strombeck

# Rulebook

## Components

- 144 Cards
  - 72 Character Cards
    - 18 Alien Cards
    - 18 Bot Cards
    - 18 Cat Cards
    - 18 Ninja Cards
  - 72 Action Cards
    - 4 copies of each
- 2 Playmats
  - Two Player Playmat
  - Four Player Playmat
- This Rulebook!

## Objective

Use your team of wacky characters to capture your opponent's characters and control the most spaces on the board! Each turn you will play a character from your hand, process it by comparing its numbers to your opponent's characters next to it, and then draw a new card to refill your hand.

## Two or Four Players

Square Tactics can be played with two or four players. The bulk of this rulebook is written to explain how to play with two players. Refer to the "Four Player Game" section for details on what to do during setup and playing with four players.

## The Board

- For a two player game, Square Tactics is played using 9 spaces - three by three in a square grid.
- For a four player game, Square Tactics is played using 16 spaces - four by four in a square grid.

# First Game Rules

The first time you play Square Tactics, I recommend you don't use any action cards and ignore the gametext abilities on each character card - allowing you to focus on the numbers of each character and get comfortable with the core mechanics - play, process, draw.

After your first game, when you are comfortable with the core play, process, draw rules - play again with the gametext abilities and action cards.

## Setup

- For a two player game, Square Tactics is played using 9 spaces - three by three in a square grid.
- Each player takes the 18 character cards from one faction (Aliens, Bots, Cats, or Ninjas).
- Shuffle your 18 character cards together to form your character deck.
- Draw three cards from your character deck to create your starting hand.
- Determine one player to go first.

## Turn Details

### 1. Play

- Play one character card from your hand to an open space on the board.
- The character card you play must be placed "right side up" from your perspective.

### 2. Process

- Compare the numbers on your character card you just played to each of your opponents' adjacent character cards. Always process starting with your character's top number first, then continue around your card clockwise (top, right, bottom, left).
  - When comparing each side with an opponents' character's number:
    - If your card's number is higher: capture their card from the board (keep it until the end of the game) then continue processing.
    - If it is a tie: do NOT remove their card, just continue processing.
    - If your card's number is lower: do NOT remove their card and STOP processing. Your card stays on the board, but you do not get to "capture" their card or process any more numbers around your card.

### 3. Draw

- Draw one card from the top of your character deck into your hand.
- If your deck runs out, continue playing the game as normal until all cards have been played.

## End of the Game

- The game ends when both players have played all of their cards, or it can end early if the board is completely filled and no spaces are open.
- When the game ends, each player determines how many points they earned as follows:
  - 1 point for each opponent's card you captured.
  - 1 point for each corner space on the board your characters occupy.
  - 2 points for each side space on the board your characters occupy.
  - 3 points if your character occupies the middle space on the board.
- The player with the most points wins the game!

## Match Play

- When playing a three game match, keep track of how many points each player earns during each game - the player with the most total points at the end of the match is the overall winner, regardless of the individual game outcomes.
- When playing a three-game match, the player who won the previous game must go first in the next game.

## Four Player Game

### Setup

- For a four player game, Square Tactics is played using 16 spaces - four by four in a square grid.
- The players should sit in a square, each arranged on one side of the square board.

### Play

- Since each player must only play their character cards "right side up" from their own perspective - each player's characters will be oriented with their top numbers pointed across the board. This is the same as the two player game rules - but it can look more complicated when four players are playing together.

## End of the Game

- Since the board is larger for a four player game, there are more side and middle spaces on the board - but they are still the same point values: 2 for each side space, and 3 for each middle space.

# Playing with Gametext Abilities and Action Cards

- The following are the different or additional rules to follow when playing the full version of Square Tactics.

## Character Card Gametext Abilities

- Each character card has gametext explaining some ability. This is usually some sort of special rule-breaking effect or action that applies when the character card is played, while some of the abilities are ongoing and have a continuous effect as long as the card is on the board.

## 3. Draw

- Some cards allow you to draw an extra character card (two instead of one during your Draw step). If this happens, you will have 4 character cards in your hand for your next turn. You should continue drawing one character card on your future turns, meaning you will have 4 character cards in your hand the rest of the game - unless some other card changes this!

## Action Cards

- During Setup

- Shuffle all of the action cards together to form the Action Card Deck.

- Each player draws one action card before the start of the game.

- Whenever you end your turn without having captured any opponent's character cards - draw one action card. This is in addition to the normal character card you draw each turn.

- You may play any number of action cards during your turn.

- Some action cards will specify that they may be played with the character card you are playing for the turn.

- Ex: "Aft Shielding" can be played with your character for the turn, increasing its bottom number before processing.

- Some action cards will specify that they are played at a different time.

- Ex: "Emergency Maneuvers" is played during your opponent's turn, just after they played their character and are about to process their number against your character.

## Option: Personal Action Card Decks

- There are four copies of each action card - so if you prefer, during setup you can separate the action cards into four action card decks - each deck containing one copy of each action card. Place each personal action card deck near each player so they draw from their own action card deck instead of one shared action card deck.

## Option: Action Card Mayhem

- If you would like more action cards in play - draw an action card at the end of each turn instead of only after turns when you didn't capture any opponents' characters. If you run out of cards in the action card deck, reshuffle the cards that have already been played.

**6**  
FRIENDLY ALIEN



**4**

**2**

You may process this card counter-clockwise instead of clockwise.

**5**

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**4**  
PACIFIST ALIEN



**4**

**6**

You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
ANNOYED ALIEN



**3**

**3**

You may choose to start with the bottom side of this card when processing.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
FRIGHTENED ALIEN



**6**

**3**

You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**4**

SQUARE TACTICS

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**4**  
ARTIST ALIEN



**5**

**5**

You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**3**  
CAMPING ALIEN



**5**

**4**

You may skip one side on this card while processing.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**6**  
GRUMPY ALIEN



**5**

**5**

This card's Bottom and Right values are +1 when defending.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
PSYCHIC ALIEN



**4**

**6**

This card's Bottom and Left values are +1 when defending.

**4**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
BUSINESS ALIEN



**4**

**4**

This card's Top and Left values are +1 when defending.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

4  
HOT TUB ALIEN



This card's Top and Right values are +1 when defending.

5

SQUARE TACTICS

GAMES by Owen Strombeck

3  
TOURIST ALIEN



You may choose which side to start with when processing this card.

7

SQUARE TACTICS

GAMES by Owen Strombeck

4  
SPORTY ALIEN



You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

SQUARE TACTICS

GAMES by Owen Strombeck

7  
SKATER ALIEN



If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6  
STRONG ALIEN



If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

SQUARE TACTICS

GAMES by Owen Strombeck

8  
FEROCIOUS ALIEN



If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

SQUARE TACTICS

GAMES by Owen Strombeck

4  
TELEKINETIC ALIEN



When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

SQUARE TACTICS

GAMES by Owen Strombeck

6  
PIRATE ALIEN



If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

SQUARE TACTICS

GAMES by Owen Strombeck

5  
SCIENTIST ALIEN



You win ties while processing this card. Capture cards you tie with and continue processing.

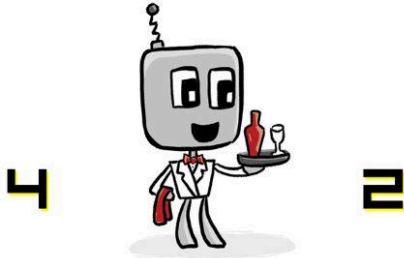
4

SQUARE TACTICS

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**6**  
BUTLER BOT



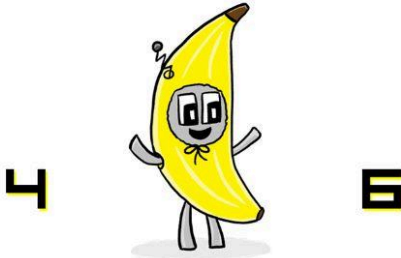
You may process this card counter-clockwise instead of clockwise.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**4**  
BANANA BOT



You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**3**

SQUARE TACTICS

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**5**  
EMO BOT



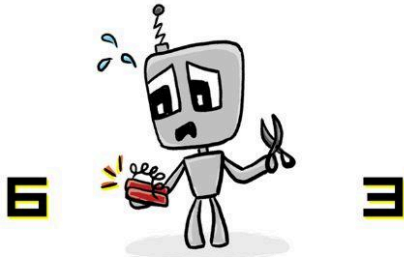
You may choose to start with the bottom side of this card when processing.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
DIFFUSER BOT



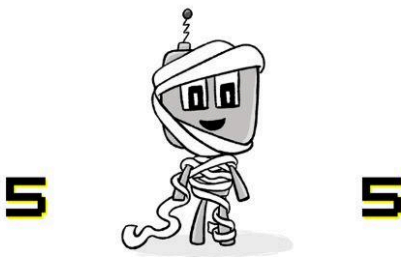
You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**4**

SQUARE TACTICS

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**4**  
MUMMY BOT



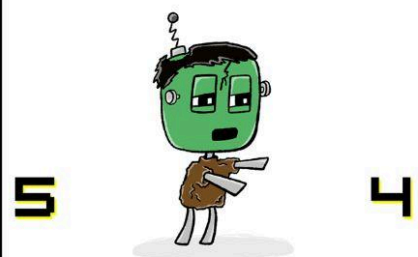
You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

**3**

SQUARE TACTICS

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**3**  
FRANKEN BOT



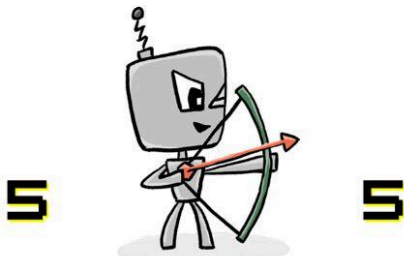
You may skip one side on this card while processing.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**6**  
ARCHER BOT



This card's Bottom and Right values are +1 when defending.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
CHEF BOT



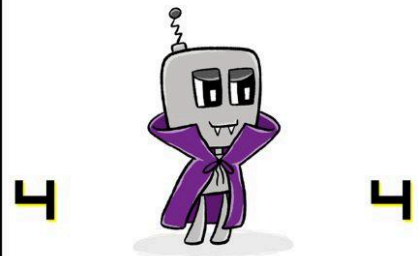
This card's Bottom and Left values are +1 when defending.

**4**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
VAMPIRE BOT



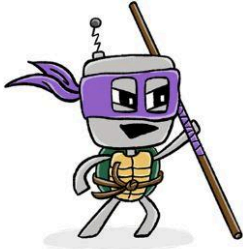
This card's Top and Left values are +1 when defending.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
TURTLE BOT



**6** **5**

This card's Top and Right values are +1 when defending.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**3**  
PRINCESS BOT



**5** **4**

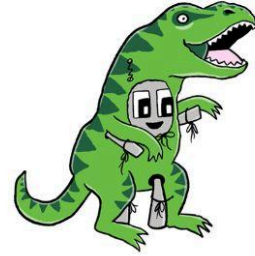
You may choose which side to start with when processing this card.

**7**

SQUARE TACTICS

GAMES by Owen Strombeck

**4**  
DINO BOT



**7** **5**

You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**7**  
SNOWBOARDER BOT



**6** **4**

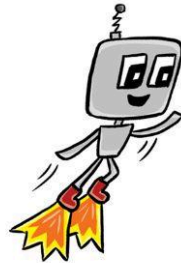
If your opponent processes a card against this card and loses, they stop processing and you capture their card.

**5**

SQUARE TACTICS

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**6**  
FLYING BOT



**6** **7**

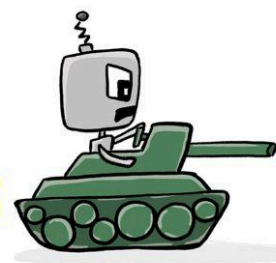
If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

**3**

SQUARE TACTICS

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**8**  
TANK BOT



**5** **5**

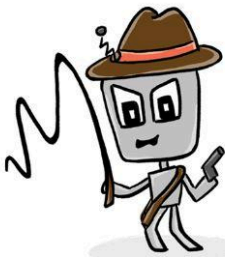
If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

**3**

SQUARE TACTICS

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**4**  
ARCHAEOLOGIST BOT



**3** **8**

When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

**6**

SQUARE TACTICS

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**6**  
DJ BOT



**5** **3**

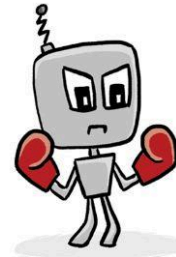
If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

**8**

SQUARE TACTICS

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**5**  
BOXER BOT



**8** **6**

You win ties while processing this card. Capture cards you tie with and continue processing.

**4**

SQUARE TACTICS

GAMES by Owen Strombeck



**6**  
SCAREDY CAT



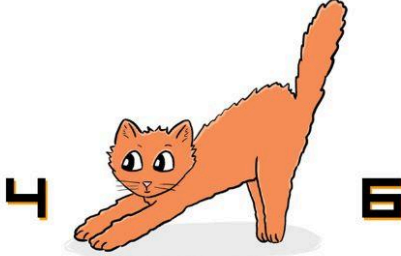
You may process this card counter-clockwise instead of clockwise.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**4**  
FLUFFY CAT



You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
CUTE CAT



You may choose to start with the bottom side of this card when processing.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
SLEEPY CAT



You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**4**

SQUARE TACTICS

GAMES by Owen Strombeck

**4**  
BIRTHDAY CAT



You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**3**  
BOX CAT



You may skip one side on this card while processing.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**6**  
SMELLY CAT



This card's Bottom and Right values are +1 when defending.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
CURIOUS CAT



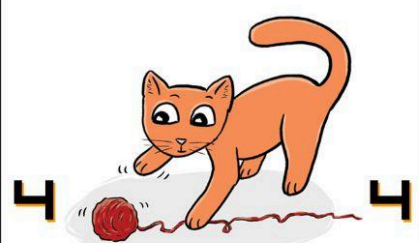
This card's Bottom and Left values are +1 when defending.

**4**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
PLAYFUL CAT



This card's Top and Left values are +1 when defending.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

4  
SPA CAT



6 5

This card's Top and Right values are +1 when defending.

5

SQUARE TACTICS

GAMES by Owen Strombeck

3  
PAJAMA CAT



5 4

You may choose which side to start with when processing this card.

7

SQUARE TACTICS

GAMES by Owen Strombeck

4  
BEACH CAT



7 5

You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

3

SQUARE TACTICS

GAMES by Owen Strombeck

7  
HACKER CAT



6 4

If your opponent processes a card against this card and loses, they stop processing and you capture their card.

5

SQUARE TACTICS

GAMES by Owen Strombeck

6  
ROCKER CAT



6 7

If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

3

SQUARE TACTICS

GAMES by Owen Strombeck

8  
NINJA CAT



5 5

If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

3

SQUARE TACTICS

GAMES by Owen Strombeck

4  
HUNGRY CAT



3 8

When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

6

SQUARE TACTICS

GAMES by Owen Strombeck

6  
SPY CAT



5 3

If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

8

SQUARE TACTICS

GAMES by Owen Strombeck

5  
ASTRONAUT CAT



8 6

You win ties while processing this card. Capture cards you tie with and continue processing.

4

SQUARE TACTICS

GAMES by Owen Strombeck

**6**  
CLUMSY NINJA



You may process this card counter-clockwise instead of clockwise.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**4**  
NOISY NINJA



You may play this card rotated left 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
SLEEPY NINJA



You may choose to start with the bottom side of this card when processing.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
SAD NINJA



You may play this card rotated right 90 degrees. You must still begin processing with the number printed at the top of this card (above the name).

**4**

SQUARE TACTICS

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**4**  
FRIENDLY NINJA



You may reveal this card at the beginning of your turn to draw the top card of your deck, then shuffle this card back into your deck.

**3**

SQUARE TACTICS

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**3**  
CAREFREE NINJA



You may skip one side on this card while processing.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**6**  
QUICK NINJA



This card's Bottom and Right values are +1 when defending.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
STEALTHY NINJA



This card's Bottom and Left values are +1 when defending.

**4**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
VIGILANT NINJA



This card's Top and Left values are +1 when defending.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck



**4**  
TIDY NINJA



This card's Top and Right values are +1 when defending.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**3**  
JUGGLING NINJA



You may choose which side to start with when processing this card.

**7**

SQUARE TACTICS

GAMES by Owen Strombeck

**4**  
HANDY NINJA



You may continue processing this card after losing on one side. You must stop processing if you lose on a second side.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**7**  
CLIMBING NINJA



If your opponent processes a card against this card and loses, they stop processing and you capture their card.

**5**

SQUARE TACTICS

GAMES by Owen Strombeck

**6**  
UNDERPANTS NINJA



If you capture an opponent's card while processing this card, you may pause processing and move this card into the captured card's space, then resume processing.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**8**  
MASTER NINJA



If you capture an opponent's card while processing this card, you may stop processing to move into the captured card's space.

**3**

SQUARE TACTICS

GAMES by Owen Strombeck

**4**  
ACROBATIC NINJA



When you play this card, you may first pick up one of your other cards from the board (back into your hand) to play this card into that space.

**6**

SQUARE TACTICS

GAMES by Owen Strombeck

**6**  
ELITE NINJA



If you capture an opponent's card while processing this card, you may draw 2 cards instead of 1 during your Draw step this turn.

**8**

SQUARE TACTICS

GAMES by Owen Strombeck

**5**  
DEADLY NINJA



You win ties while processing this card. Capture cards you tie with and continue processing.

**4**

SQUARE TACTICS

GAMES by Owen Strombeck

# AFT SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

**+ 1**

SQUARE TACTICS

GAMES by Owen Strombeck

# CONCEDE GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

SQUARE TACTICS

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# EMERGENCY MANEUVERS



If your character on the board is about to lose while defending, move that character into an open adjacent (not diagonal) space.

SQUARE TACTICS

GAMES by Owen Strombeck

# + 1 FORE SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's top number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

# GAIN GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth more points than the space it currently occupies.

SQUARE TACTICS

GAMES by Owen Strombeck

# HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

SQUARE TACTICS

GAMES by Owen Strombeck

# JUMP



At the beginning of your turn, move your character on the board to an open space diagonally adjacent to its current position.

SQUARE TACTICS

GAMES by Owen Strombeck

# REACTION



If a space adjacent (not diagonal) to one of your characters on the board was just cleared, move your character into that space.

SQUARE TACTICS

GAMES by Owen Strombeck

# PORT SHIELDING

**+ 1**



Play under your character on the board or with your character as you play it this turn. This character's left number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck



# AFT SHIELDING



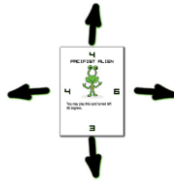
Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

**+ 1**

SQUARE TACTICS

GAMES by Owen Strombeck

# CONCEDE GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

SQUARE TACTICS

GAMES by Owen Strombeck

# EMERGENCY MANEUVERS



If your character on the board is about to lose while defending, move that character into an open adjacent (not diagonal) space.

SQUARE TACTICS

GAMES by Owen Strombeck

# + 1 FORE SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's top number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

# GAIN GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth more points than the space it currently occupies.

SQUARE TACTICS

GAMES by Owen Strombeck

# HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

SQUARE TACTICS

GAMES by Owen Strombeck

# JUMP



At the beginning of your turn, move your character on the board to an open space diagonally adjacent to its current position.

SQUARE TACTICS

GAMES by Owen Strombeck

# REACTION



If a space adjacent (not diagonal) to one of your characters on the board was just cleared, move your character into that space.

SQUARE TACTICS

GAMES by Owen Strombeck

# PORT SHIELDING

**+ 1**



Play under your character on the board or with your character as you play it this turn. This character's left number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

# AFT SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

**+ 1**

SQUARE TACTICS

GAMES by Owen Strombeck

# CONCEDE GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth less points than the space it currently occupies.

SQUARE TACTICS

GAMES by Owen Strombeck

# EMERGENCY MANEUVERS



If your character on the board is about to lose while defending, move that character into an open adjacent (not diagonal) space.

SQUARE TACTICS

GAMES by Owen Strombeck

# + 1 FORE SHIELDING



Play under your character on the board or with your character as you play it this turn. This character's top number is +1.

SQUARE TACTICS

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# GAIN GROUND



At the beginning of your turn, move your character on the board to an open adjacent space (not diagonal) that is worth more points than the space it currently occupies.

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# HOT SWAP



At the beginning of your turn, return one of your characters on the board to your hand and place a different character from your hand into the same space.

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# PORT SHIELDING

**+ 1**



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SQUARE TACTICS

GAMES by Owen Strombeck

# AFT SHIELDING



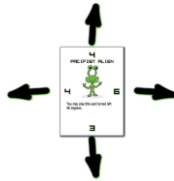
Play under your character on the board or with your character as you play it this turn. This character's bottom number is +1.

**+ 1**

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# PORT SHIELDING

**+ 1**



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SQUARE TACTICS

GAMES by Owen Strombeck

# PUSH

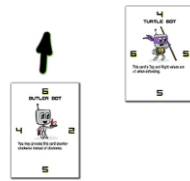


At the beginning of your turn, move one of your opponent's characters into an open adjacent space (not diagonal).

SQUARE TACTICS

GAMES by Owen Strombeck

# SACRIFICE



If your character on the board is about to lose while defending, give your opponent a character from your hand (your choice) to put in their captured pile instead of your character on the board. Your opponent skips your character on the board while processing this turn.

SQUARE TACTICS

GAMES by Owen Strombeck

# SECOND CHANCE



At the beginning of your turn, process one of your character on the board. Then continue your turn with the normal play, process, and draw steps.

SQUARE TACTICS

GAMES by Owen Strombeck

# STARBOARD SHIELDING



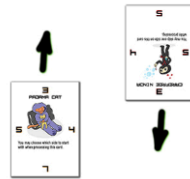
+1

Play under your character on the board or with your character as you play it this turn. This character's right number is +1.

SQUARE TACTICS

GAMES by Owen Strombeck

# TRADE



Give an opponent one character (your choice) from your hand and they must give you one character (their choice) from their hand.

SQUARE TACTICS

GAMES by Owen Strombeck

# TURNAROUND

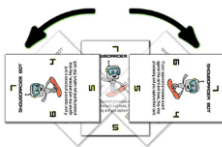


At the beginning or end of your turn, rotate one of your characters on the board 180 degrees.

SQUARE TACTICS

GAMES by Owen Strombeck

# TWIST

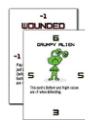


At the beginning or end of your turn, rotate one of your characters on the board 90 degrees (clockwise or counter-clockwise, your choice).

SQUARE TACTICS

GAMES by Owen Strombeck

# -1 WOUNDED



-1

-1

Play on an opponent's character just after it captures your character (before they continue processing). Each of this character's numbers are -1.

-1

SQUARE TACTICS

GAMES by Owen Strombeck

# ZOMBIE



Instead of playing a character from hand this turn, play a character from your captured pile as if it was yours. Place this card beneath it while it is on the board to help remember that it counts as your character.

SQUARE TACTICS

GAMES by Owen Strombeck

# PUSH

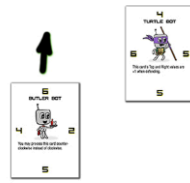


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SQUARE TACTICS

GAMES by Owen Strombeck

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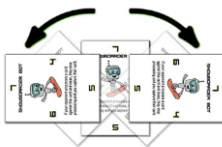


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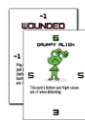


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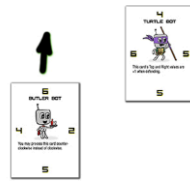


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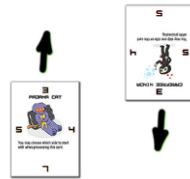
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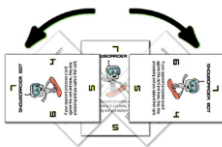


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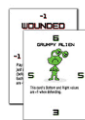


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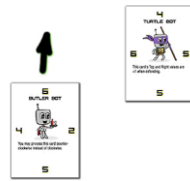


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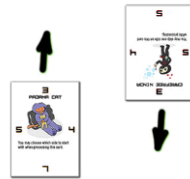
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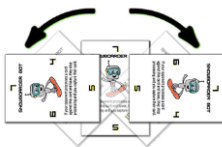


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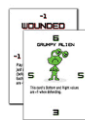


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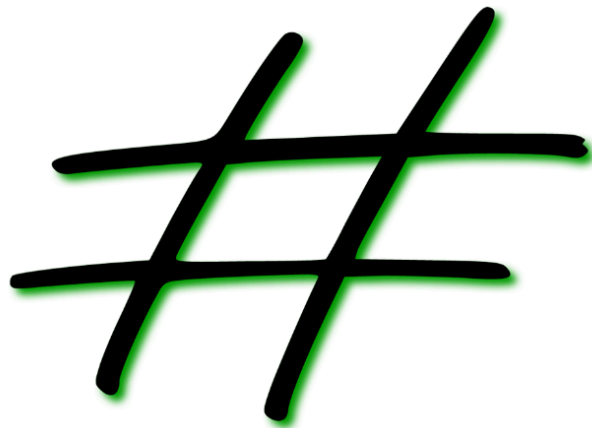
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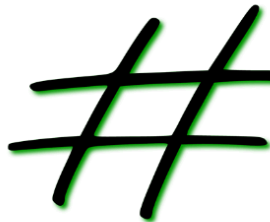
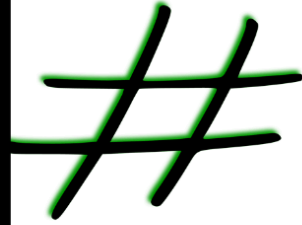


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SQUARE  
TACTICS



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