



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.