

P U X E S



15 to 45 minutes



From 12 years



2, 3 or 4 players

Presentation

Pantheons are upside down! The Gods bicker the favors of the Men in order to preserve the peace and to protect the Earth. So they communicate by symbolism with oracles to restore order by chaos! A strategy and address game where you'll have no mercy.

Goal of the game

In this game of strategy and skill, combine the skills of your best heroes while aiming just to overthrow the temple of the opposing Gods or to lull all of their oracles.

Required material

10 DiXes (and only 6 if you use the mobile app) per player divided as follows:



2 DiXes, placed one on the other, to form the temple (you can use dice, not DiXes).



4 DiXes who will take on the role of oracles.



4 DiXes that will represent the heroes (you can decide to play and virtually launch your heroes with the mobile app. Rendez-vous in the game "PuXes", then select "Play").

Setting up



Determine the playing surface. The playing area is considered to form a large imaginary rectangle ideally 60x90 cm, delimited by the edges of the table or playing mat. But you can modulate your play area as you wish: a large space facilitates shooting while a small space adds difficulty to your games.

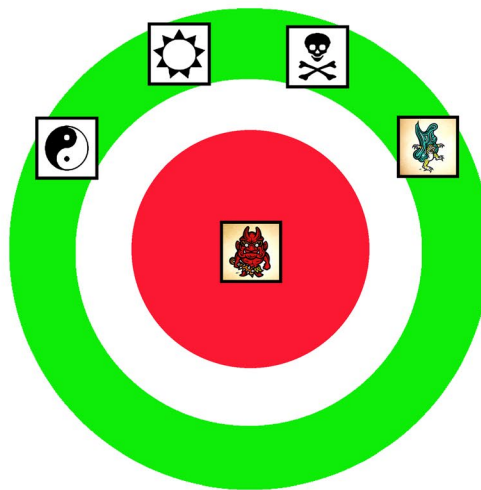


Build your temple by placing 2 DiXes, one on top of the other, in front of you (at a distance of 6 DiXes from the edge, precisely 1/6 of the length of the playing surface) with their visible character face. Players will stand on two opposite sides.

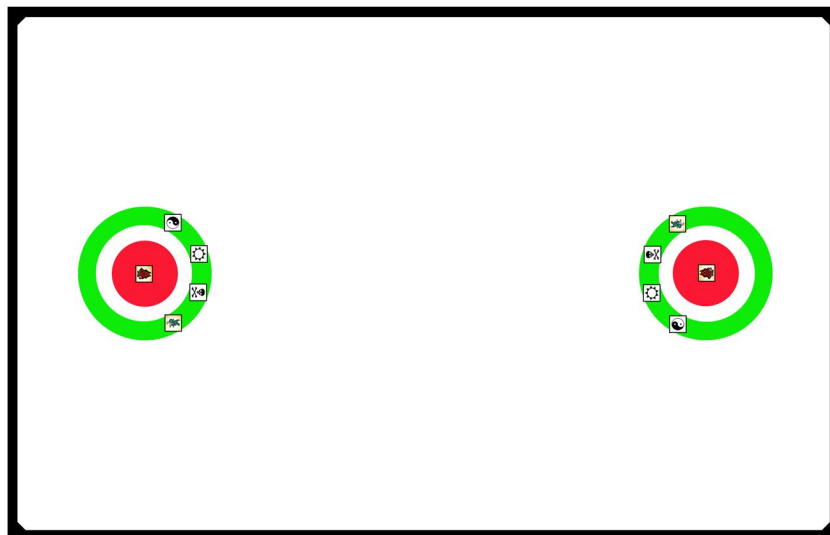


Position your 4 oracle DiXes in front of your temple, at a distance of about 3 DiXes from the temple (represented by the green zone, called the "public garden") and 1 DiXe from each other. The oracles serve to protect your temple from the fury of the opposing Gods, each player chooses which will be the starting face for each one of them.




Tip: To make it easier to set up, you can help yourself with augmented reality in the DiXe mobile app! For this, select the game "PuXes", then the mode "Maps: view player and gardens".



 Set your 4 hero DiXes aside, but always keep them nearby.



A garden always has 3 distinct spaces:

-  The temple in the center.
-  The public garden (green zone): during the setting up, one will make sure that at least 2 corners per oracle are in this zone.
-  The sacred garden (red zone): It is 1 DiXe wide, diagonal taken into account. During the game, if an opposing oracle lands in this area (you can help a hero to check), he must be immediately repulsed with a flick by the temple owner.

Course of the game

At the beginning of the game, the players throw all their heroes. Whoever gets the most characters starts. The first player retains the results of his throw and goes directly to Phase 2 "Activation of Heroic Powers".

A game turn takes place in 3 phases:

1. The throwing of the heroes

The active player starts his heroes. The visible faces of the dice indicate which power(s), if there is a character, the player will use and which oracle can be moved.

We will then take care to put the heroes aside, without changing the result, and not to touch them until his next turn (useful for the passive powers, see the phase "The activation of heroic powers").

Tip: If you have decided to play with the mobile app, you can virtually launch your heroes by going into the game "PuXes" and then selecting "Play".

2. Activation of Heroic Powers

To trigger an heroic power, at least one character must be present on one of the visible faces of the heroes. Look at the hero(s) visible and refer to the "Powers" section. If not, the active player moves directly to the next phase "Moving or releasing an oracle".

There are 2 types of power:



Passive powers

Passive powers apply as long as the character's face remains visible.

Precision: passive powers can accumulate between them.



Active powers

A player can activate only one active power during his turn, even if several heroes fall on their face character.

Example: Frederic launches his heroes. The characters "Oni", "Kala" and "Kaeru" are visible. Until his next throwing of heroes and as long as it remains visible, it is considered that the passive power of the character "Oni" is valid, even during the turn of the other players. Frederic can also trigger the active power of the character "Kala" or "Kaeru". He makes his choice and activates the power of the character "Kaeru".

Precision: heroic powers always have priority over the rules.

3. Moving or waking an oracle

In this phase, the active player has the choice between 2 actions: move or wake up an oracle.



Move an oracle

With a flick, the active player must move one of his oracles still in play. The goal is to push the opposing oracles and / or to approach the temple of an opposing player in order to DiXe it.

Precision: a flick is a shot made with the fingertips, as throwing a ball.

To be able to move an oracle, the symbol on the face of the oracle must also be present on one of the visible symbols of the heroes.

If at least one hero has a character on his face, you can play an oracle with any character on his face.

Beware, the active player can move only one Oracle per turn and only once (unless a heroic power indicates otherwise).

If no oracle has the same symbol with one of the heroes, the active player can not move.

Example: Frederic always has his 4 oracles in play, the symbols visible on these are: pirate, smiley, sun and bomb. Frederic launches his 4 heroes, the result of the heroes are: smiley, smiley, yin-yang and hourglass. Frederic must move once the oracle with the symbol "smiley" on his face.

During this phase, an oracle can affect, indirectly, several oracles friends or opponents. For some reason, if an oracle comes out of the previously defined game area, it plunges into a deep sleep and is set aside. The oracle can not be used until it is awakened by its owner (see the action "Wake up an oracle").

Precision: an oracle can not land in the sacred garden of a temple. If the case arises, the temple owner immediately repels the intrusive oracle with a flick.

If during this defensive move the repulsed oracle touches any coin or comes out of play, the next player places the displaced oracle(s) where he wants in his public garden, respecting the placement constraints (see "Setting up").

Tip: To relocate oracles accurately, you can help yourself with augmented reality in the DiXe mobile app! For that, select the game "PuXes", then the mode "Maps: gardens".



Wake up an oracle

Following the throwing of heroes, if a pair of symbols appears, the active player then has the opportunity to wake up a sleeping oracle. If he chooses this action, there will be no possible movement or activation of any active heroic power. On the other hand, passive powers remain valid.

Once the oral has been woken up, the player can place it wherever he wants, in the public garden of his temple, respecting the placement constraints (refer to the "Setting up" section).

End of the game

The game can end in 2 ways:



An opposing temple is DiXed.

When a temple is overthrown by an opposing oracle, that's when the upper DiXe falls, it is said that it is "DiXed".

The player who owns the DiXed Temple loses the game.

Beware, the active player is not allowed to touch an opposing oracle and temple during the same shot. To DiXe a temple, do not touch any opposing oracle. In the opposite case, the active player's oracle falls asleep and is set aside. The DiXed player rebuilds the temple in its original place and we move on to the next player.

In the opposite case, the played oracle falls asleep and is set aside, the temple is rebuilt and positioned in its original place. All oracle defender went out is repositioned in the public garden. We move on to the next player.

All the opposing oracles are asleep.

If all of a player's oracles are asleep, the player is eliminated and immediately loses the game. In compensation, he gets infinite peace.

The player who succeeds in surviving and / or eliminating all the opposing Gods wins the PuXes Great War and thus becomes **the guardian of the Earth**.

Definitions:

Flick: Small stroke applied with a folded finger and suddenly relaxed. Authorized flip and pitches.

Active Power: Takes effect during the turn of the player concerned.

Passive Power: Take effect as long as the character is visible.

Move: When an oracle is played and it does not touch anything.

Shoot: When a played oracle touches another oracle.

Asleep: When an oracle comes out of the play area.

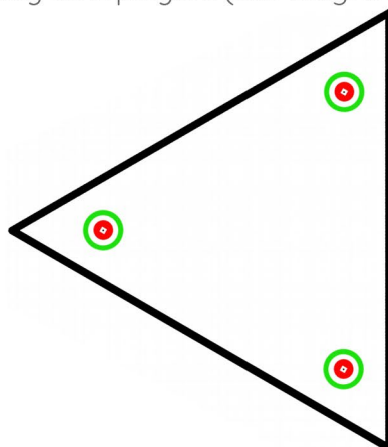
To Dixe: When an oracle overthrows a temple and causes the upper DiXe to fall.

Spit: Shoot with a hero. This one is placed close to the selected oracle, the DiXe comes into play only at the time of the blow, it is immediately set aside after it. A spit can not DiXe a temple, if it happens it's put back to its original location. One will take care to immobilize the oracle with the hand which does not shoot.

Variations of game

At 3 players:

Each player is alone, and loses if he has no more temple or no more oracle in the same way as 2 players (see diagram below).





At 4 players:

Solo mode: Each player is alone, and loses if he has no more temple or no more oracle.

Played the same way as 2 players (see diagram below).

Blitz Mode: The one who eliminates an opponent takes control of his oracles still in play.

Played the same way as 2 players (see diagram below).

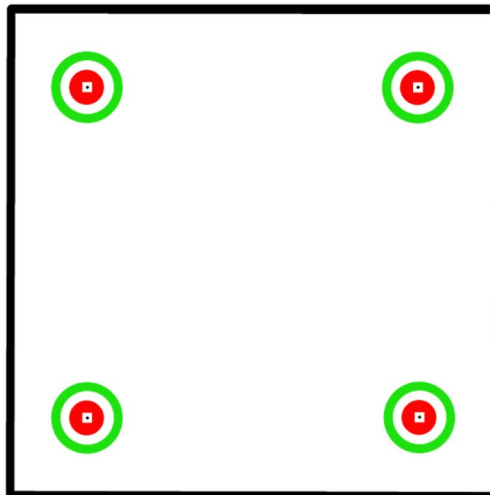
Cooperative mode: Teams of two players compete in the same sequence of play as for a game "one-on-one".

One temple and four oracles per player, the players of the same team are in front of each other.

Form teams and fight the opposing team. Each player can only play his own oracles. On the other hand, he can make use of his powers to his partner.

The awakened oracles return near their original temple.

When all the temples of a player are overthrown, he can continue to play as long as his teammate has his own. It will no longer be possible, however, to wake up one of his oracles asleep even through a heroic power. If all his oracles are asleep, he can not play anymore.



At 2 players in advanced mode:

If you want longer parties you can decide at the beginning of the game to overthrow the temples in two stages. That is to say, after having DiXe a temple, it must be put back to its original location and repelled the oracle that divides it.

When a temple is overthrown a second time, it is definitely DiXe.

If you are experienced enough you can start playing with 2 adjacent temples and discover more interesting game phases (see diagram above).

In this case you will take 6 oracles (3 per totem).

The rest of the rules are unchanged.



Variation for the youngest:

You can play without applying the powers.

To play with the little ones:

We do not throw the heroes.

If the visible face of the DiXe is a symbol, it can not DiXe a temple.

To DiXe a temple, you need a character on the visible side of the DiXe.

Other game modes:

 **Cliff Mode:** Any oracle that comes out of the play area is lost.

 **Fortress mode:**

An area is defined in the center of the play mat called the fortress.

As soon as a player sends an oracle inside this zone, he will be able to shoot a spit from each of his turns from the fortress.

If the opposing player sends an oracle into the fortress while it is already occupied, the oracle in place is asleep and the one that has just arrived takes its place.

With the app, in PuXes, select "play"

You arrive in a menu with three game modes:

 **Guest mode:**

The app launches the DiXes for you, these are your heroes.

They are chosen randomly from all the characters and symbols of the game. You do not have to choose the number of players so you can allow all your friends to play with you and make them discover DiXe.

 **Discovery mode:**

The application randomly launches DiXes (symbols and characters). You will be able to discover all the powers of the heroes.

One phone per player is needed.

 **Training mode:**


The app will launch the DiXes for you.


The DiXes you got in your hand are played on the playing area, these are the oracles. The symbols and characters drawn by the application are your heroes, they come from your personal collection.















You will need to create a deck beforehand. So prepare your team well!

You will find the deck menu in the PuXes menu.

Special cases

 Following a bad shot, if an oracle **inadvertently drops his own temple**, the blow is canceled, the oracle in question is asleep.

 The «**protection**» power has priority over all other powers and cancels them all. If several Oni are in play, it is the first one who has priority over the others, the second Oni is activated as soon as the first disappears.

-  Players should be careful **not to move the oracles unintentionally**. If this happens in tournament and the game configuration is changed, the player passes his turn. Penalties may be specified by tournament organizers.
-  When **throwing heroes**, if a hero touches an oracle, the player passes his turn.
-  The DiXes rescued by the «**immunity**» power are placed where they left. It's the next player who chooses his face up.
-  An oracle displaced by the «**transport**» power is not blocked, he will be shot as if nothing had happened.
-  If the power "**vampirisation**" is announced and only a friend oracle is touched, then he is compulsorily vampirized.
-  In the skill «**copy skill**», if an opponent has moved their heroes, the power can copy the skill of their choice from the opposing heroes.
-  «**Stroke of luck**» can not release.
-  «**Change of opinion**» can not change a symbol into a character.
-  «**Contamination**»: this action is final, you will play with one more oracle but one less hero until the end of the game.
-  «**Mega Stroke of luck**»: can not use the symbol of the same hero.
-  «**Ambidextrous**»: As long as the character is visible, opponents are not allowed to use their dominant hand to launch heroes or move an oracle. Thus, the right-handed ones will use their left hand, and the left-handed ones their right hand.
-  «**Vampirisation**»: resists all powers (same protection) but not fire, can not vampirize 2 oracles. Can vampirize a friend oracle.
-  «**Charm**»: Spit with the same oracle that has moved. If during the move you touch an opposing oracle or a temple, you are not allowed to use charm power.
-  «**Immobilization**»: If an oracle overthrows Little Grey characters that immobilizes it, this oracle is immediately asleep. The hero returns to his owner's hand.

By mutual agreement, when a die is out of play or broken (when it stops on the edge or on a corner), we replay the four heroes.



Skills



Protection

+ Passive powers +
Stops immediately and prevents activation of all opposing powers as long as the character remains visible.



Lick

+ Active powers +
After moving an oracle, Kaeru spits on an oracle, this spit has the effect of attracting the oracle touched by him. .



Stealth

+ Active powers +
The oracle can be moved 2 times in a row, as long as nothing is touched on the first move.



Seduction

+ Active powers +
Immobilize an opposing oracle by posing Little Grey above.



Transport

+ Active powers +
Take the oracle touched with it, the oracle is placed above or below, at the player's choice.



Downgraded

+ Active powers +
Swap the place of an opposing oracle with one of his heroes. The oracle becomes a hero and conversely, the hero becomes oracle.



49.3

+ Active powers +
You can play any of your oracles, even if no symbol matches one of your heroes.



Retirement

+ Active powers +
You can put an oracle back into play in your public garden.



Vampirisation

+ Active powers +
Attract a touched oracle and immobilize it as long as they are glued, they are glued face to face nearest.



Catch me

+ Active powers +
You can wake up an oracle and place it in defense in your public garden but you can not move it during this turn.



Imitation

+ Active powers +

You can use the power of a visible opposing hero.



Double shot

+ Active powers +

You can move 2 oracles if they have the same symbol and if that same symbol is also visible on one of your heroes.



Change of opinion

+ Active powers +

You can change the symbol of one of your oracles. If the symbol corresponds to a hero, you can play this oracle.



Stroke of Luck

+ Active powers +

After your move, raise two heroes and replay if a symbol matches one of your oracles.



Contamination

+ Active powers +

Your hero Rukura becomes your oracle by taking the place of an opposing oracle, this one goes to sleep. Your turn ends immediately.



Retry your luck

+ Active powers +

You can raise again your heroes.



Ambidextrous

+ Passive powers +

In their next turn, the opponents won't have the right to use their dominant hand.



Mega Stroke of Luck

+ Active powers +

After moving an oracle, if the new appearing symbol is present in your heroes, you can move the oracle again.



Charm

+ Active powers +

Move your oracle and spit with the help of the hero.



Immunity

+ Passive powers +

As long as it is visible, none of your oracles can be asleep.