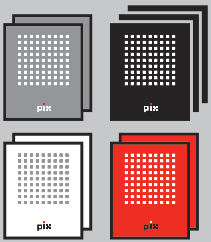
CONTENTS

9 screens



180 black pixels

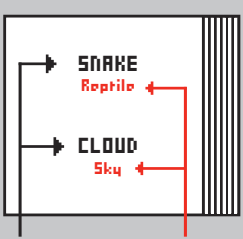
9 red pixels

9 red arrows

36 "victory" cubes

1 timer (30 sec.)

230 cards



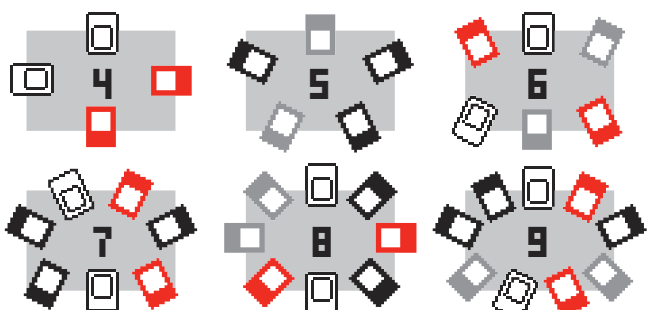
RULES

AIM OF THE GAME

- Draw your words with fewer pixels than your opponents.
- Be the first to find words drawn by others.

SET-UP

1. Place the victory cubes and the timer in the center of the table.
2. Create a deck of 8 cards in the center of the table, face down.
   Note: with 6 or 7 players, add a 9th card.
3. Depending on the number of players, distribute the screens as shown:



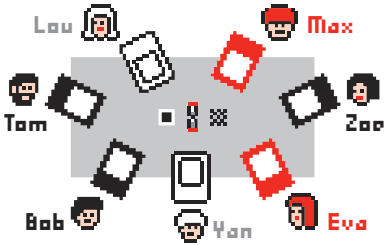
4. Each player receives 20 black pixels, a red pixel and a red arrow that are "glued" on the screen.

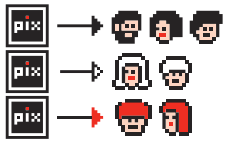


Now you're ready to start!

Turn the box around and note how a game with 7 players is played...

The color of the screens determines the groups for the first round.

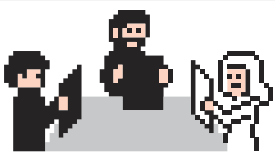




Each group receives a card that shows the two words that must be drawn in this round.

All the members of each group note the first word in secret.





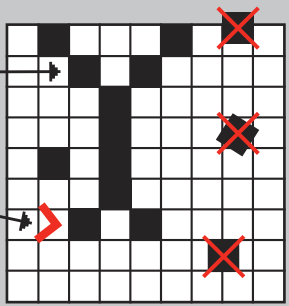
Ready? "Pix!", and off you go, every player drawing for himself, without showing their screen to the others.

And how do you draw?

The pixels must be placed exactly in the boxes of the grid.

Only the arrow can be placed freely. It can be used to point out a detail in the drawing.

It is forbidden to draw letters or numbers.



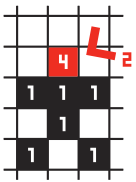


The first one to finish their drawing shouts "Pix!", puts his screen face down and turns the timer over. The other players have 30 seconds to finish their drawings.



When the timer runs out, Tom shouts "Pix!" again and everyone must immediately place their screen on the table, face down.

Select a first group randomly. Each member counts the pixels they have used.



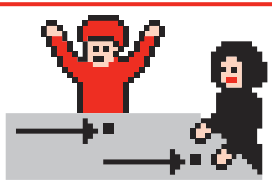
A black pixel counts as 1, the arrow as 2 and the red pixel as 4.



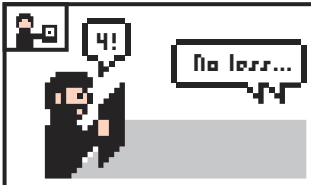
In the red group, Max has the smallest total: he turns the timer over and displays his drawing, without saying anything, or making any gestures.



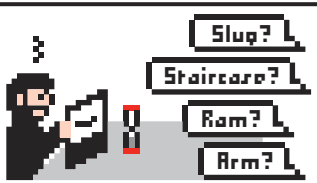
Eva watches the timer. The others make their suggestions. Zoe is the first to say the correct answer.



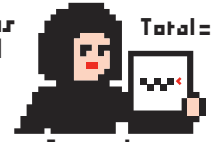
Zoe and Max each earn a victory cube. Then it's the next group's turn.



In the black group, Tom will start to show, because he used the fewest pixels.



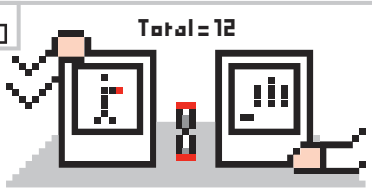
But when the timer runs out, no one has found the answer. So the second drawer shows his screen.



Zoe has a total of 7, Bob's is 10. Zoe therefore shows her drawing, after having turned the timer over. Tom continues to show his drawing. (Bob will only show his if Zoe fails in turn.)



Lou found the answer in the allotted time. She earns a cube, Zoe too, but not Tom or Bob.



It's the turn of the white group. Lou and Yan have the same number of pixels! **They therefore show their drawings at the same time, using the timer together.** (They each win a cube if anyone finds the answer.)

But no one finds it... So Lou and Yan provide the clue.

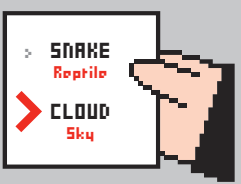


Max finds the answer immediately. He wins a cube, **but the drawers don't.**

If no one had found it after reading the clue, no cube would have been earned.

All the groups have shown their drawings?

Then we move on to the **return match** with the second word on each card...

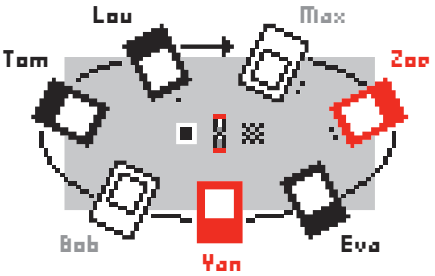


We redo all the above, same as for the first word.



The round is then over, and we proceed to the next one.

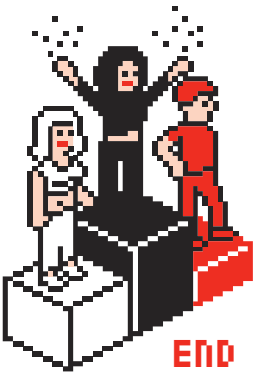
NEW ROUND: each player passes his screen to the left, creating new groups. Each group thus formed draws a new card, and the game continues...



When all cards have been played, the game is over.

Depending on the number of players, the game ends after 2, 3 or 4 rounds.

The player with the most cubes wins.



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