pix

components:

Game board

24 Pixls of each color (green, black, red, blue)

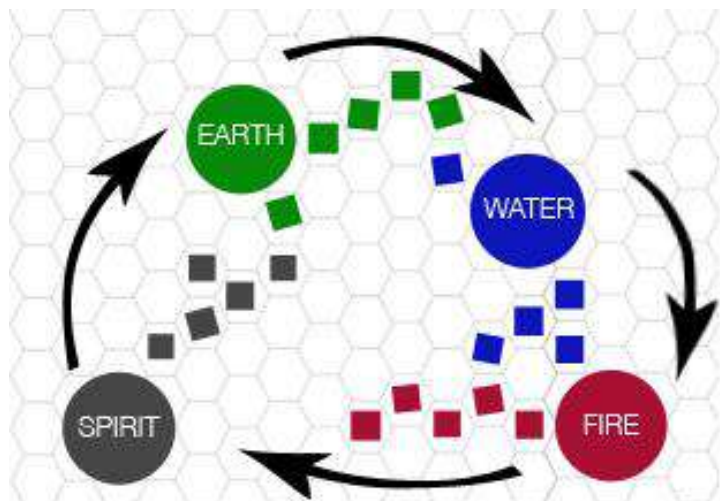1 Port of each color (green, black, red, blue)

object of the game:

To have the most points when a player has placed all of their Pixls.

setup:

Each player takes all the pieces of their color - 24 Pixls and 1 Port. Each color represents an element. Every element, and therefore every player, has a natural predator, prey, and neutral.

Green - Earth   Black - Spirit   Red - Fire   Blue - Water

In a **4 player game**, the following is true:

-Earth preys on water, is hunted by spirit, and is neutral to fire

-Spirit preys on earth, is hunted by fire, and is neutral to water

-Fire preys on spirit, is hunted by water, and is neutral to earth

-Water preys on fire, is hunted by earth, and is neutral to spirit

In a **2 player game**, the same rules apply, except each player plays two colors. One plays Earth and Fire, and the other plays Spirit and Water. The combined scores for each player's elements determine who wins.

In a **3 player game**, the following is true:

-Earth preys on water, and is hunted by fire

-Fire preys on earth, and is hunted by water

-Water preys on fire, and is hunted by earth

placing ports:

Fire goes first. During the first round, each player places their Port somewhere on the board other than the gray border. There must be at least two spaces in between their Port and another player's. Ports act as spawning points for Pixls, so players should place them in an area they would like to grow from.
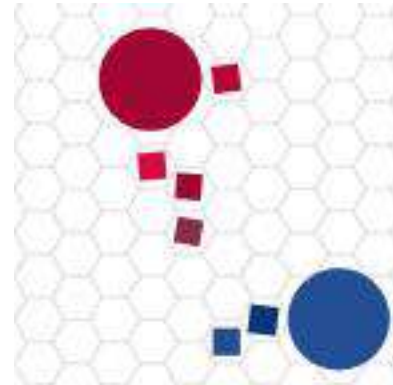
Once Ports are placed, Pixls may be placed. During their turn, each player may place one Pixl on the board. Each Pixl played must be connected to the Port of its corresponding color, either directly or through a chain of similarly colored Pixls.

converting elements:

You may use your Pixls to try and convert the other players' Pixls into your own element. To do this, connect two Pixls of your own color to a Pixl of another color. If you succeed, one of three things happens.

If you ensnare your neutral's element, replace their Pixl with one of your own color. Your opponent's Pixl goes back into their pile.

If you ensnare your prey's element, place one of your Pixls on top of their Pixl. At the end of the game, your prey's Pixl will give you 2 points toward your score.

If you ensnare your enemy's element, their Pixl is removed from the board and put into an your own pile. At the end of the game the Pixls you have imprisoned give you 1 point towards your score. You do not get to replace the Pixl you removed with your own color.

Note that you should never play out chain reactions. After converting a prey's Pixl, you may have two of your own color Pixls adjacent to another of you prey's Pixls, or they may have two adjacent to yours. No conversion occurs after the first.
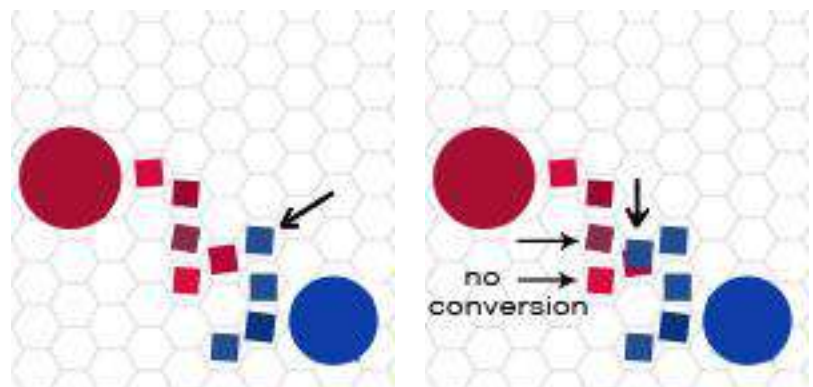
However, if you or your enemy puts down another adjacent Pixl on the next turn, another conversion occurs. This may result in stacks of 3, or even more ensnared Pixls. In all cases, only the most recently played Pixl counts toward a conversion.
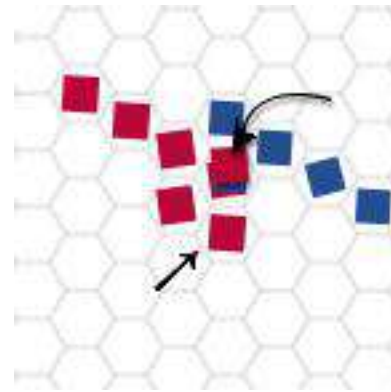
moving and locking ports:

When conversion occurs, some of your Pixls may be separated from your Port. If this happens you may no longer build off of these Pixls (unless the chain is reconnected). However, at any time you may choose to use your turn to remove your Port from the board and your subsequent turn to place it in another location (at least two spaces away from any other players' Port and within the grey borders). This is a great way to save yourself if you are doing poorly in your current location. You may not place Pixls when your Port is not on the board. Players may not move their Ports twice in a row (there must be at least one Pixl placed in between moves).

If any element of another color places 3 of their Pixls adjacent to your Port, you are locked into that location until one or more of those Pixls can be converted by you or another player. At the end of the game you receive 5 additional points for every player's Port that you have locked. Note than a Port can be locked by more than one color at a time. However, 3 or more of your own Pixls do not lock your Port.
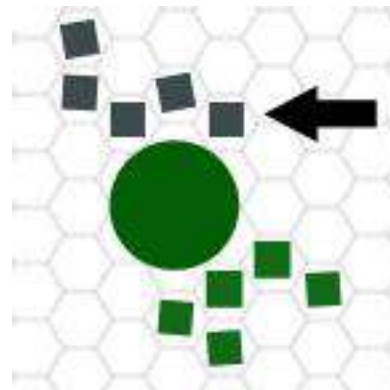
In a two player game: You may lock one of your Ports with Pixls from the other element you control if you so desire. It's a good way to earn extra points if you can live with the consequences!

ending the game and scoring:

The game ends when one person has placed or lost all of their Pixls.

You receive 1 point for each of your own Pixls on the board.

You receive 1 point for each of your predator's Pixls you have in your imprisoned pile.

You receive 2 points for each Prey Pixl you have ensnared on the board. (if there's more than one Pixl stacked underneath, you receive 2 points for each of them regardless of the color).

You receive a 5 point bonus for any Ports you currently have locked.

The player with the highest score wins – in a tie, the player with the most ensnared Prey Pixls wins.

notes:

While Pixls may always be placed in the gray border, no Port may ever touch a gray hex.

If a stacked (Prey) Pixl is liberated (by means of removing the Pixl above it) then the piece may be reconnected and played. It no longer counts towards the score of the player who captured it (unless it is recaptured).

In a 2-player game, while you control two elements, they are not immune to each other's effects. One player's element may lock their own Port or remove their own Pixls due to proximity. You do NOT receive points for locking your own Port in a 2-player game.

credits:

Design – Cassandra Chowdhury, Damon Stea

Check us out on the web at: *http://www.thegamecrafter.com/games/pixl*

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