

PIXELS

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THE RULES IN
A FEW MINUTES



A MYSTERIOUS PHENOMENON IS AFFECTING YOUR PHOTOS:
THEIR COLORS HAVE BEEN EXTRACTED AND SORTED, FORMING STRANGE MOSAICS!
NO TIME TO LOSE: YOU WILL HAVE TO COMMUNICATE EFFICIENTLY TO RESTORE YOUR PHOTOS
TO THEIR ORIGINAL SPLENDOR.

THE MYSTERIOUS PHENOMENON, ILLUSTRATED



COLOR PHOTO



COLOR PHOTO TRANSFORMED
INTO PIXELS

COMPONENTS

FOR THE PHOTO TEAM:



80

BLACK AND WHITE PHOTOS

FOR THE MOSAIC TEAM:



80

COLOR MOSAICS



1

SAND TIMER



8

CARD HOLDERS



1

ENVELOPE

forget about it
for now...

1

PIXELS is a 100% cooperative and simultaneous game with open communication! Players split into **2 teams**: the **Photo Team** describes 8 black and white photos one after another, while the **Mosaic Team** tries to determine the mosaic that matches each one.

How many successful matches will you manage to make?

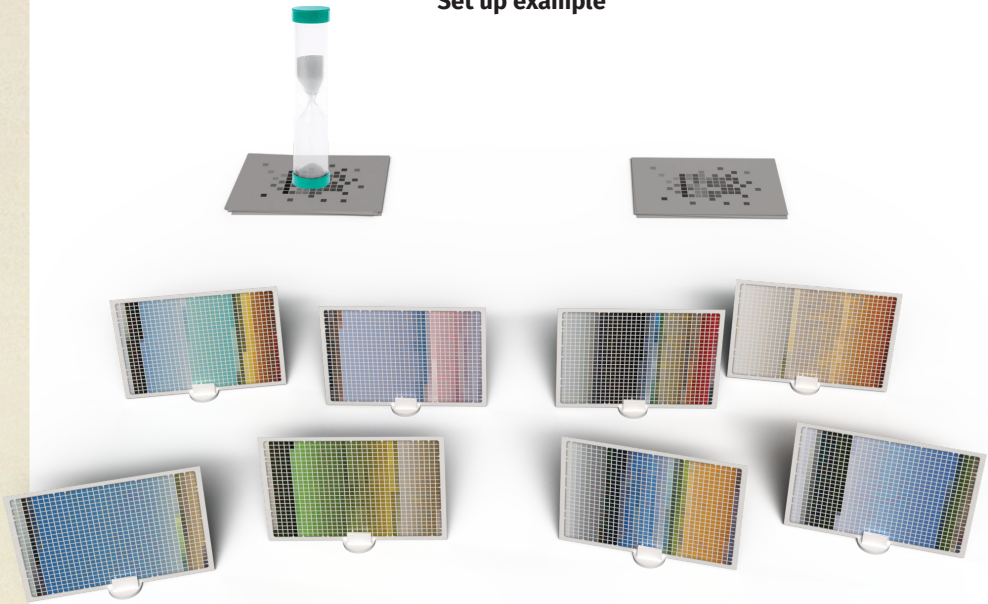
SET UP

Players split into 2 teams, each on one side of the table:

	PHOTO TEAM	MOSAIC TEAM
GAMES WITH 2 TO 4 PLAYERS 	1 PLAYER	ALL OTHER PLAYERS!
GAMES WITH 5 TO 8 PLAYERS 	2 PLAYERS	

- 1 The **Photo Team** takes 8 black and white photos without showing them to the Mosaic Team or examining them (except their number). The remaining photos are returned to the box. The Photo Team tells the Mosaic Team the numbers of these 8 photos.
- 2 The **Mosaic Team** takes the 8 mosaics with matching numbers, without showing them to the Photo Team. The remaining mosaics are returned to the box.
- 3 The **Photo Team** shuffles their 8 photos and places them face down in front of them in 2 piles of 4 photos each. Place the sand timer on one of these piles: this will be the 2nd pile.
- 4 The **Mosaic Team** places each of the 8 mosaics on a card holder, clearly visible to the entire team. The card holders hide the numbers of the mosaics.

Set up example



PIXEL'S TIPS!

For your **1st game**, I recommend using photos numbered **1•1 to 1•8**. For your **2nd game**, use photos **2•1 to 2•8**, and so on. Each set is balanced to avoid overly similar mosaics, allowing you to discover new photos during your first 10 games.

After that, you may choose any **8 photos at random** for a maximum-risk experience!



**READY TO RESTORE YOUR MOST BEAUTIFUL MEMORIES?
LET'S GO!**



HOW TO PLAY



A GAME OF PIXELS CONSISTS OF 6 ROUNDS:

- **During the first 4 rounds**, the **Photo Team** describes 1 photo for the duration of the sand timer.
- **During the last 2 rounds**, the **Photo Team** describes 2 photos for the duration of the sand timer.

PIXEL'S TIPS!

For a more relaxed game, you may choose not to use the sand timer. In that case, there is no need to create two piles of photos: you will play 8 rounds, with only one photo to be guessed in each round.



DURING EACH ROUND, EVERYONE PLAYS SIMULTANEOUSLY.

During the first 4 rounds, the **Photo Team** flips the sand timer, takes 1 photo from the first pile, and freely describes it to the **Mosaic Team**.



During the last 2 rounds, the **Photo Team** does the same but takes 2 photos from the second pile. They may describe both photos at the same time, as long as the **Mosaic Team** has not yet matched either of them.

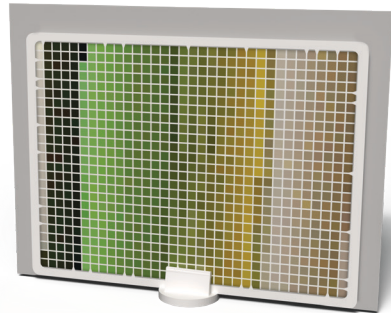


While the sand timer runs, the **Mosaic Team** tries to identify the mosaic that matches the **Photo Team's** description.

Team members may talk freely among themselves and with the **Photo Team**. When they believe they have found the correct match, they tell the **Photo Team** behind which mosaic the photo should be placed, back to back on the same card holder.

Once a photo has been matched with a mosaic, it may no longer be moved.

However, the **Mosaic Team** may match a new photo to a mosaic that already has one (for example, if they believe they made a mistake or if the new photo seems to match better). In that case, some mosaics will have several photos placed on their card holder, while others will have none.



BOTH TEAMS MAY COMMUNICATE FREELY... AND ARE STRONGLY ENCOURAGED TO DO SO IN ORDER TO HELP EACH OTHER!



ONLY RESTRICTIONS:

- **During the game**, neither team may show their photos or mosaics to the other team.
- **The Photo Team may not mention the numbers on the photos.** No worry: the Mosaic Team cannot see their own numbers anyway.
- **Once the sand timer has run out, the Mosaic Team may no longer discuss with the Photo Team.** They must quickly decide behind which mosaic to place the photo.

END OF THE GAME

ONCE ALL 8 PHOTOS HAVE BEEN MATCHED WITH MOSAICS, THE GAME ENDS.

The players take one mosaic / photo(s) match and reveal it.

If the mosaic number matches a photo number, congratulations: you score 1 point.

Repeat this process for every mosaic associated with at least one photo and determine your final score, for an impressive maximum of 8 points!

Unique and successful combination: **1 pt**



Failed unique combination: **0 pt**



A somewhat successful combination (and somewhat unsuccessful): **1 pt**



PIXEL'S TIPS!

Just for fun, you can take a look at the colorful photo in the "forgotten envelope". I recommend NOT looking at the other photos: you'll discover them another time!



A game by Mathieu Coley, graphic design by Denis Hervouet

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BY THE WAY, WHAT ARE THESE PHOTOS ANYWAY?

0-1 Kayak, Hawaii

0-3 Statue of Liberty, New York,
United States

0-4 Not-So-Hidden Chameleon

1-1 School bus, United States

1-2 Eiffel Tower, Paris, France

1-3 Spoiled little girls at Christmas

1-4 Majestic toucan

1-5 Makis & sushis

1-6 Pudong district, Shanghai, China

1-7 Khafre's Pyramid, Giza, Egypt

1-8 Neuschwanstein Castle, Germany

2-1 Old Port, Dubrovnik, Croatia

2-2 Operating room

2-3 Red squirrel

2-4 Family cooking

2-5 Ice floe, Greenland

2-6 Tractor & hay pressing

2-7 New Year celebrations, Manila,
Philippines

2-8 Taj Mahal, Agra, India

3-1 Maracanã Stadium, Rio de Janeiro,
Brazil

3-2 Refreshing swim

3-3 Urban contrasts, Singapore

3-4 Cricket match, India

3-5 Beachy Head Lighthouse,
United Kingdom

3-6 Hamburger

3-7 Kite festival

3-8 Snail race

4-1 Carpet shop, Cappadocia, Turkey

4-2 POTAMs napping with friends

4-3 Vaporetto & Canal Grande,
Venice, Italy

4-4 Yuyuan Market, Shanghai, China

4-5 Classroom & geometry

4-6 Ladies with alpacas, Peru

4-7 Pool party!

4-8 Centennial Beach, Nice, France

5-1 Peacock in autumn

5-2 Mona Lisa, Le Louvre, France

5-3 Carnival, Colombia

5-4 Poker & lucky hand

5-5 Firefighters in action

5-6 Skier in full swing

5-7 Big Ben, London, United Kingdom

5-8 Newlyweds

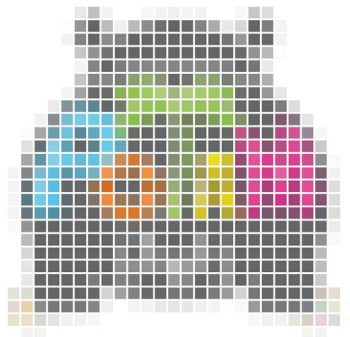
- 6-1 Olympic Rings**
- 6-2 Transplanting rice**
- 6-3 Florist by the fountain**
- 6-4 Amazing Halloween catch**
- 6-5 Canoe outing**
- 6-6 Village of light and shadow,**
Modalen, Norway
- 6-7 Ah, a little glass of white wine!**
(and red)
- 6-8 Coral reef,** Red Sea, Saudi Arabia

- 7-1 Paragliding,** Annecy, France
- 7-2 Castle & cherry blossoms,** Osaka,
Japan
- 7-3 En-Vau cove,** France
- 7-4 Outdoor basketball players**
- 7-5 Colorful produce market,** La Paz,
Bolivia
- 7-6 Yoga lesson**
- 7-7 Horse race,** Ontario, Canada
- 7-8 Machu Picchu,** Pérou

- 8-1 Park Güell,** Barcelona, Spain
- 8-2 High-altitude livestock,** Himalayas
- 8-3 Sainte-Chapelle,** Île de la Cité, France
- 8-4 Surfer on the lookout**
- 8-5 Well-stocked library**
- 8-6 Soft tennis lesson**
- 8-7 Carousel & Ferris wheel**
- 8-8 Gamelan,** Indonesia

- 9-1 Santorini Island,** Greece
- 9-2 Bowling with friends**
- 9-3 Ponta Negra Beach,** Natal, Brazil
- 9-4 Colorful waterfront,** Copenhagen,
Denmark
- 9-5 Watch your step,** Niagara Falls,
Canada
- 9-6 3, 2, 1... liftoff!**
- 9-7 Fireworks display**
- 9-8 Daring rodeo**

- 10-1 Game of billiards**
- 10-2 Procession,** Sri Lanka
- 10-3 Volcanic hike,** Iceland
- 10-4 Market,** Abidjan, Côte d'Ivoire
- 10-5 Little Venice,** Colmar, France
- 10-6 Koi carp pond**
- 10-7 Forklift**
- 10-8 Forest waterfall,** Aomori, Japan



DESIGNER'S THANKS

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