

# Pixy Cubes™

Imagination comes in cubes!



## Let's get creative with Pixy Cubes!

These 16 beautifully engraved cubes can be used to play games as well as to design colorful pictures. You can choose to copy one of our many patterns or make up your own. A touch of creativity is all it takes to enter the wonderful world of Pixy Cubes.

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16 Cubes  
10 Design Cards  
13 Challenge Cards  
Illustrated Rules



A game created by Torsten Webster. © and © 2010 Torsty Concepts Ltd.  
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## Play games with the Challenge Cards.

Challenge Cards are ranked by level of difficulty.

### **SPEED GAME**

2-4 Players

Divide up the cubes so all players receive one of each cube pictured below:



Put the remaining cubes aside.  
Place one Challenge Card, color side up,  
in the center of the playing surface.

**How agile are your fingers?**

Use your set of four Pixy Cubes to complete the pattern first and win the card.  
The first player to complete the pattern calls out "Pixy!".

The remaining players must stop and check the completed pattern. If the pattern is correct, the player who completed it wins that Challenge Card. Flip over a new Challenge Card and begin the next round.

If you called out "Pixy!" but your cubes are not touching or your pattern is incorrect, you are disqualified from this round.

In a 2-player game, your opponent automatically wins the round.

In a 3 or 4-player game, the remaining players resume the round using the same Challenge Card.

### **Winning the game:**

No. of players	Cards needed to win
2	7
3	5
4	4

## MEMORY GAME

2-4 Players

Divide up the cubes so all players receive one of each cube pictured below:



Put the remaining cubes aside.  
Place one Challenge Card, color side up,  
in the center of the playing surface.

**How good is your memory?**

Players are allowed 10 seconds to memorize the pattern shown. Turn the card over, and complete the pattern from memory with the help of the hints you'll find on the back of the card.

When you've finished and all four cubes are touching, call out "Pixy!".

Flip the card back over and check the colored pattern. If the pattern is correct, the player who completed it wins that Challenge Card. Flip over a new Challenge Card and begin the next round.

If you called out "Pixy!" but your cubes are not touching or your pattern is incorrect, you are disqualified from this round.

In a 2-player game, your opponent automatically wins the round.

In a 3 or 4-player game, the remaining players resume the round, using the same Challenge Card.

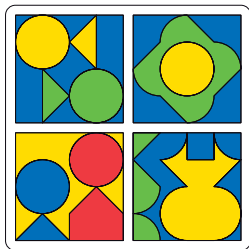
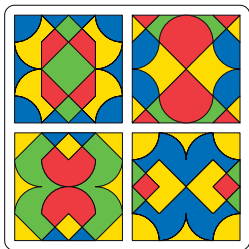
### **Winning the game:**

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## DESIGN GAMES

You can choose to recreate one of the many patterns from the Design Cards, or have fun creating your own designs. There are virtually thousands of possibilities.

A touch of creativity is all it takes to enter the wonderful world of Pixy Cubes.





Pixy Cubes is protected by these different design patents: USA: D559921, D560256, D560257, D568418 - CANADA: 115000, 115001, 115002, 120612 - EUROPE: 000506332-0001, 000506332-0002, 000620364-0001, 000403787-0001