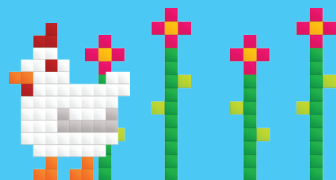


13bit Builder™

With Bloxels, you are the artist, the game designer, the storyteller, the programmer, the publisher and the player. You are the 13-bit Builder.

The 13-bit Builder guidebook will help you learn the basics of building games with Bloxels. You'll learn even more about how Bloxels works by experimenting and building alongside our awesome Bloxels Builder app.



Get your brain ready. Download the app at BloxelsBuilder.com/download and get on with the gaming.

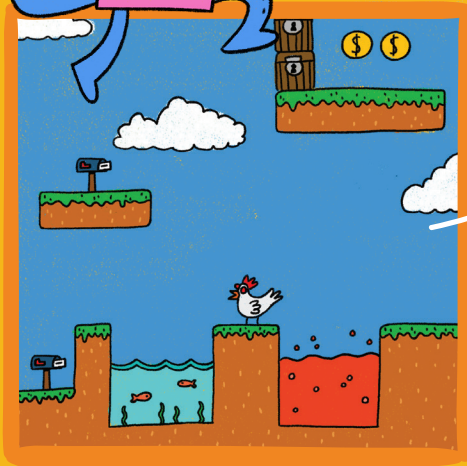
Learn more about Ugly Sweater Kitty at BloxelsBuilder.com/uglyswaterkitty

BLOXELS

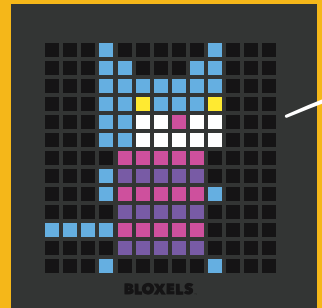
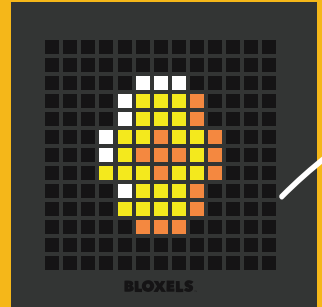
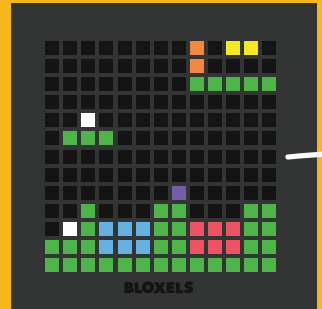
BUILD YOUR UNIVERSE!



TAKE WHAT'S IN YOUR BRAIN...

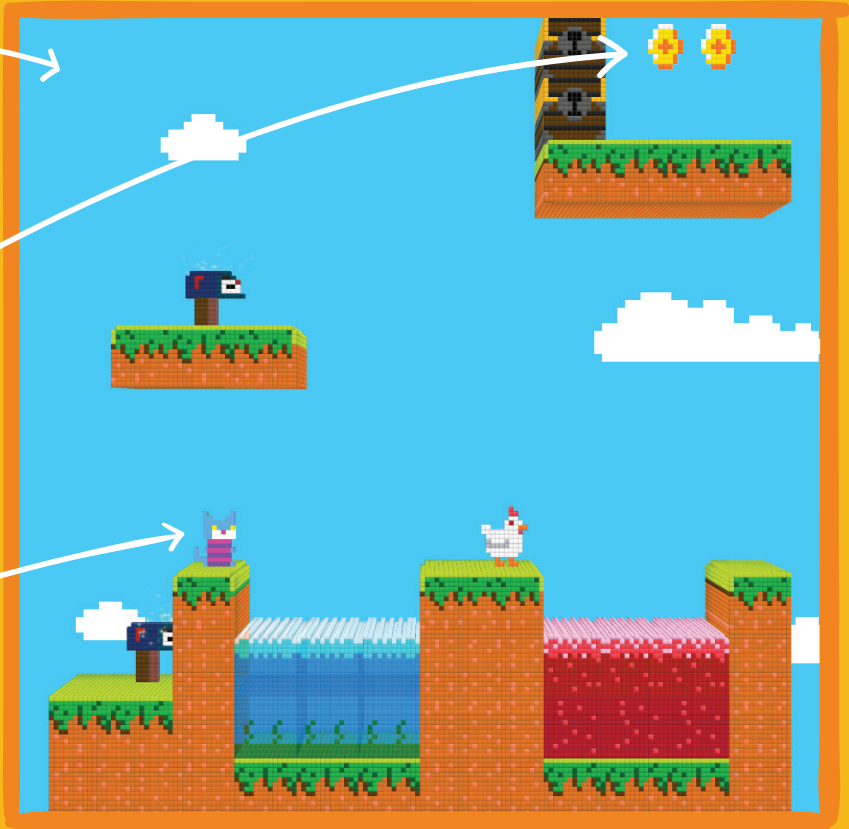


BUILD IT...



PLAY IT WITH

BLOXELSTM



13 X 13 (X 13 X 13) EXPLAINED

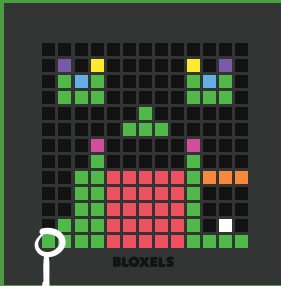
GAME

Layout



Games are made up of 169 rooms on a 13x13 grid.

Room Layout



Rooms are made up of 169 **game elements** on a 13x13 grid.



Terrain Block



Hazard Block



Coin Block



Enemy Block



Exploding Block



Story Block

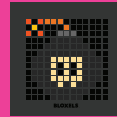
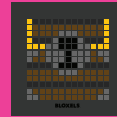
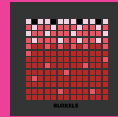
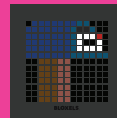
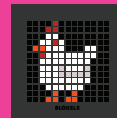
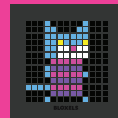
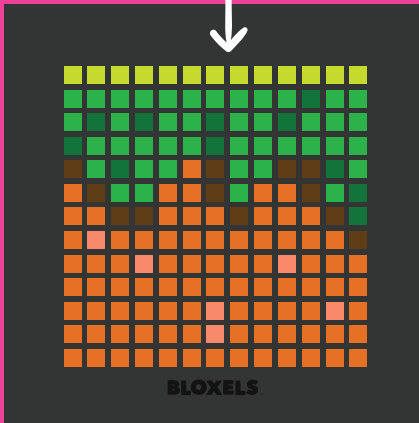


Water Block

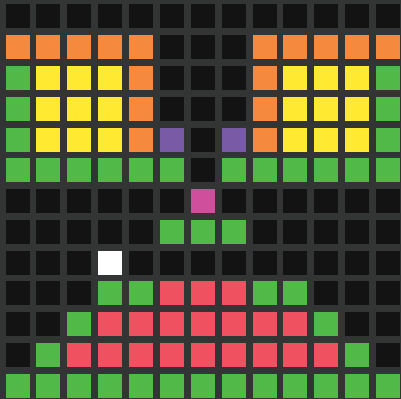


Power-Up Block

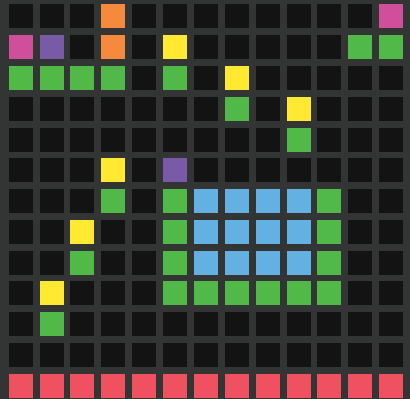
ART Assets



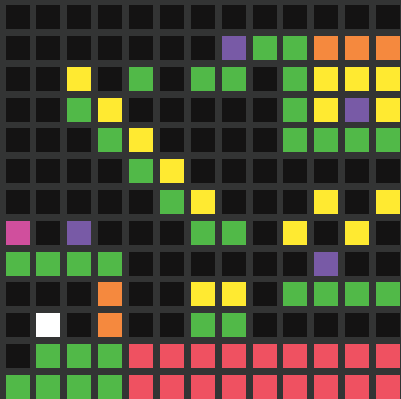
Art can then be made for each **game element** using the 13x13 grid.



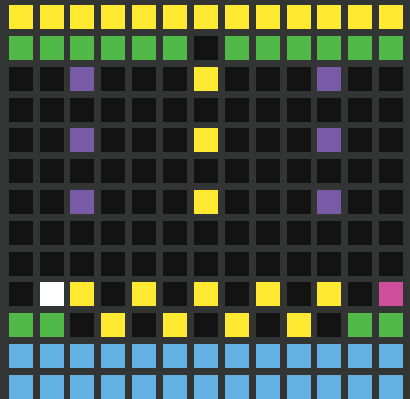
BLOXELS



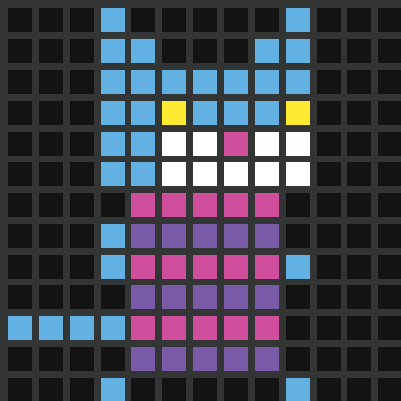
BLOXELS



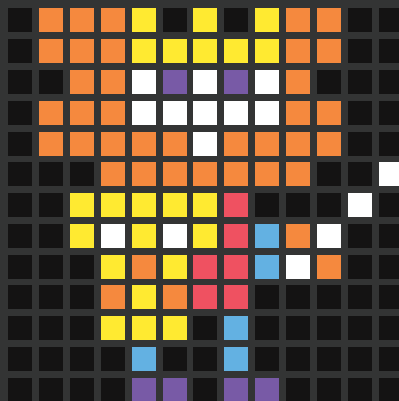
BLOXELS



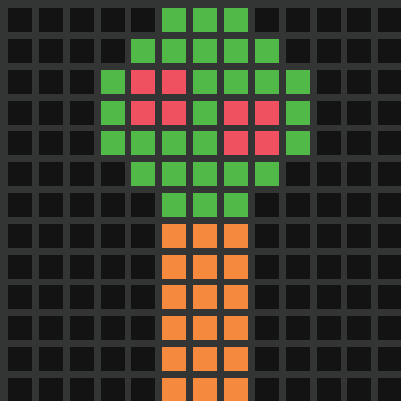
BLOXELS



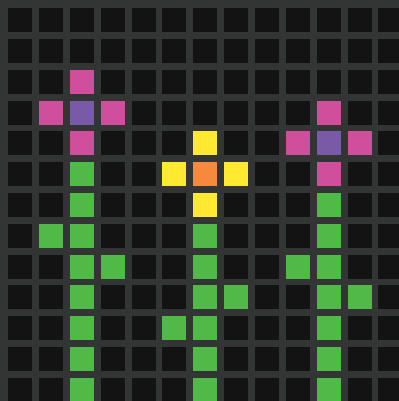
BLOXELS



BLOXELS



BLOXELS

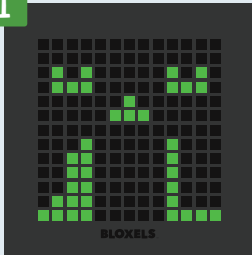


BLOXELS

BUILDING A LAYOUT ON THE GAMEBOARD

Building a layout for your game in Bloxels is easy! Follow these 8 steps to learn what the blocks do and how to use them. You'll be a Bloxels mastermind before you know it!

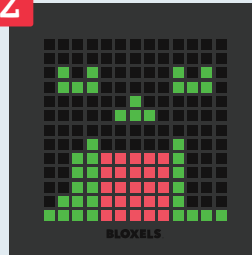
1



TERRAIN BLOCKS

Use **Green** Terrain blocks as platforms to run and jump on. Place them on the Gameboard like this to get started.

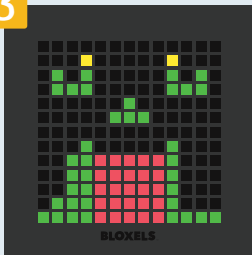
2



HAZARD BLOCKS

Red Hazard blocks will stop a hero in his tracks. Use them to make the game more challenging. Place some on the Gameboard like this.

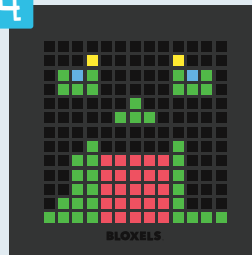
3



COIN BLOCKS

A hero has to line his pockets! Place some **Yellow** Coin blocks in the game like this to grab some assets you like off the Infinity Wall later.

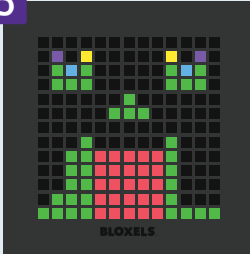
4



WATER BLOCKS

Let your hero take a dip! Place the **Blue** Water blocks in the game for the hero to "swim" in. Be careful! It will slow you down.

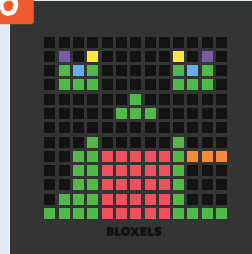
5



ENEMY BLOCKS

Make your game more fun by giving the hero something to beat up on! Place a couple of **Purple** Enemy blocks on the Gameboard.

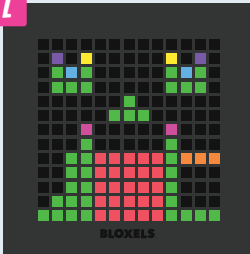
6



EXPLODING BLOCKS

Add some BANG! to your game with the **Orange** Exploding blocks. Place a few to block off areas that can only be reached by shooting through them.

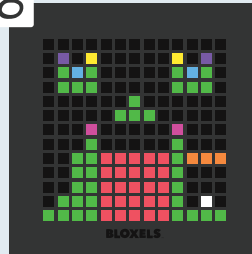
7



POWER-UP BLOCKS

Give your hero temporary special abilities and attacks. Place **Pink** Power-up blocks on the Gameboard to take things to the next level.

8



STORY BLOCKS

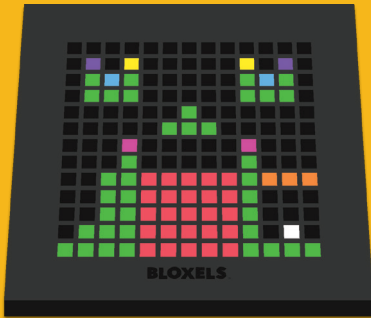
White Story Blocks allow you to write dialog all through the game. Place some and tell your story.

DON'T WORRY!

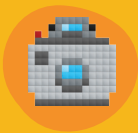
No need to fret if you are confused and don't know what to do with all these blocks! Keep reading and you'll learn how to configure those power-ups, enemies and story blocks. Remember, Bloxels is all about experimentation, so you can't really mess up!

CAPTURING THE GAMEBOARD

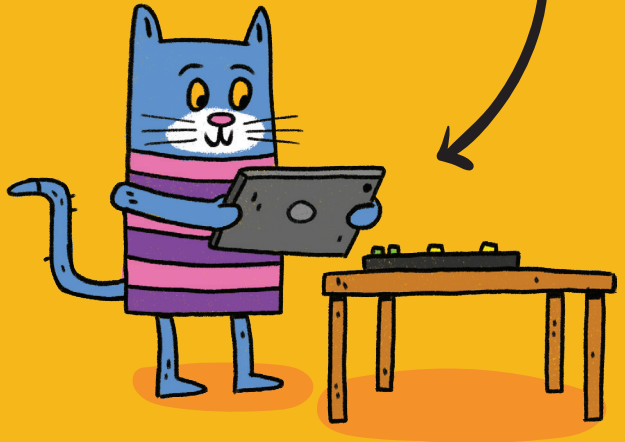
It's time to bring your layout into the Bloxels Builder app. Start a new game in the Games Mode and follow these steps to capture your Gameboard.

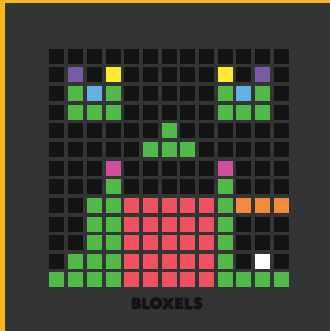


CAPTURE THE GAMEBOARD AT AN ANGLE FOR THE BEST RESULTS



Once you start a new game, select the highlighted room on the map and tap the capture button to bring the Gameboard you just made into the app.





After you've captured the Gameboard, you'll see it appear in the app next to the capture window. This is where you decide if it was captured correctly. Then you'll be given **these options**:



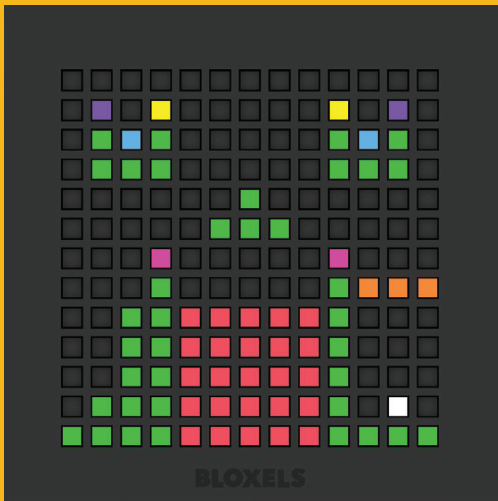
YES
Click to
proceed



No
Click to
capture
again



COLOr
ADJUSTMENT
Use to adjust
for your
room's lighting



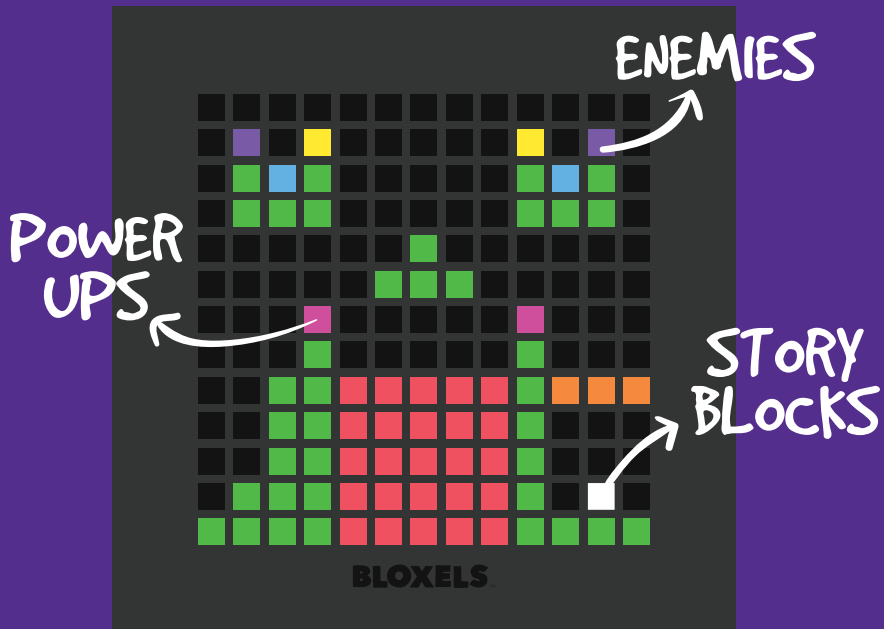
WHAT NOW?

After you tap the green check button, the Gameboard is placed in the Bloxels Editor. From here you'll begin configuring enemies, power-ups and story blocks. You'll also begin decorating your game. Keep turning to learn how to do all of this cool stuff!

THE CONFIGURE MENU

Now that the room layout is complete, it's time to add some action. Use the configure menu in the Bloxels editor to define power-ups, add action to enemies, and create a story throughout your game.

THESE BLOCK TYPES CAN BE CONFIGURED





ADD SOME ENEMY ACTION!

Once you're in the configure menu tap the purple enemy block to choose how you want it to behave.



WALKER



SENTRY



FLYER



MORE TO COME



DEFINE THE POWER-UPS

To pull up a menu of options for the power-ups, just tap a pink block and choose the one you want.



BOMB



MAP



HEALTH



SHRINK



JET PACK



INVINCIBLE



MORE TO COME

Story blocks are also checkpoints.



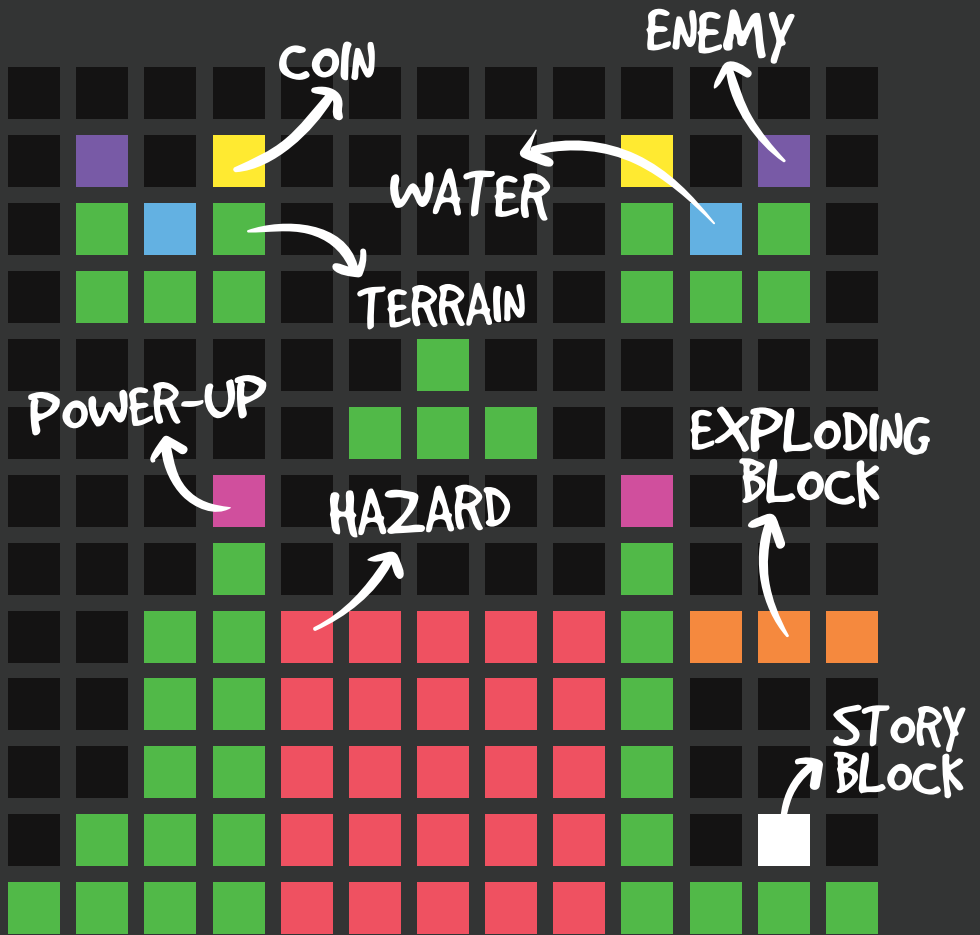
CREATE A STORY

Place white story blocks throughout your game and start telling a story.



MUSIC CHOICE

Select from our ever-expanding library of music choices to add a soundtrack to your game!



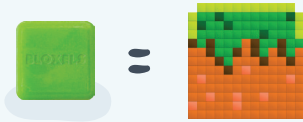
BLOXELS



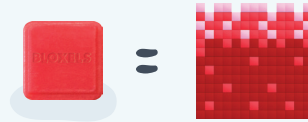
DECORATING THE GAME

The Gameboard can also be used for creating the art that skins your game. We've included a 64-color palette in the app editor so you can spice up your art after you capture it! Here are a few examples to help you get started, but you can make it anything!

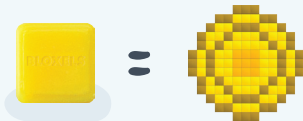
TERRAIN ART



HAZARD ART



COIN ART



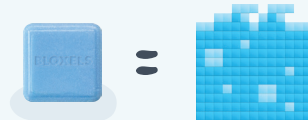
POWER-UP ART



ENEMY ART



WATER ART

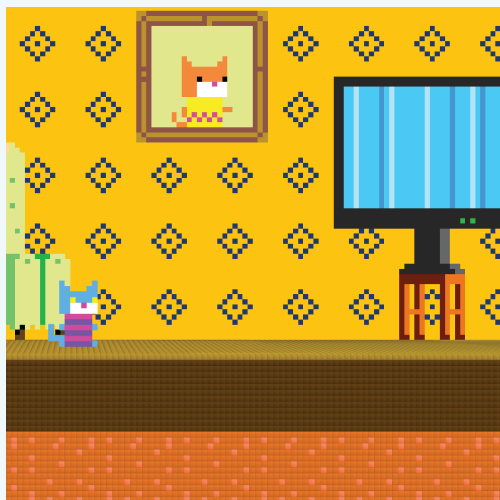


EXPLODING BLOCK ART



STORY BLOCK ART





ROOM BACKGROUNDS

Use the Gameboard or Bloxels editor to create backgrounds for each room of your game. Build an underground dungeon, a city street or even a living room for Ugly Sweater Kitty! Customize your game to be whatever you want it to be. The possibilities are only limited by your imagination.



GAME BACKGROUND

Far behind the room backgrounds is where you'll find the game background. It creates the setting for your entire world. Should it be a sunny, blue sky? Maybe it's night-time? Or maybe it's deep within an alien space ship? You can stitch together 169 Gameboards to make it whatever you dream up!



KEEP READING TO
LEARN HOW TO
BUILD BACKGROUNDS!

BUILDING A CHARACTER

What's an adventure game without a hero? Create the star of your game easily with the Bloxels Gameboard and the app editor. It's easy! Just follow these steps to create Ugly Sweater Kitty.

[Learn more about Ugly Sweater Kitty at BloxelsBuilder.com/uglywearerkitty](https://bloxelsbuilder.com/uglywearerkitty)

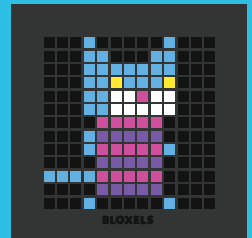
1 Tap **+** to start a new character. A character is made up of 3 states:

- **Idle**
- **Walk**
- **Jump**

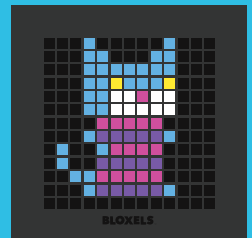
Each state is made up of an animation. Let's start by tapping the **Walk** button to the right of the board.

2 Now it's time to create the walk animation for the hero. Animations are built by stringing boards together as frames to create the illusion of movement. Ugly Sweater Kitty's walk animation is only 2 frames. Start by building and capturing **Frame 1**.

FRAME 1



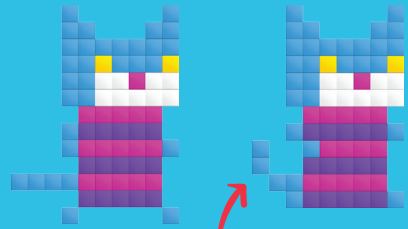
FRAME 2



3 After Frame 1 has been captured, simply tap the **+** button on the right side of the frame to create **Frame 2**. It will duplicate Frame 1, but don't worry you will capture **Frame 2** and it will override what's there. Try that now.

4

Now your hero's walk state is finished. Easy, huh? Try creating the other 2 character states to complete your hero. Once the hero is complete it's time to add him into your game using the hero placement button in the configure menu.



CHECK OUT THAT
WAGGING TAIL!

Idle

This is when the hero is standing still. Experiment with different, fun actions like blinking eyes, wagging tail or even more complex animations like dancing or tipping a hat.

Jump

A tip for creating a great jump animation is to duplicate the frames a few times to make sure the animation lasts for the entire jump sequence. Try different animations like spinning, or flipping.

DID YOU KNOW?

Many assets in the game can be animated. Hazards, water and enemies look super cool when they're moving. Experiment with animating random assets to add some excitement to your world!


Frames Per Second



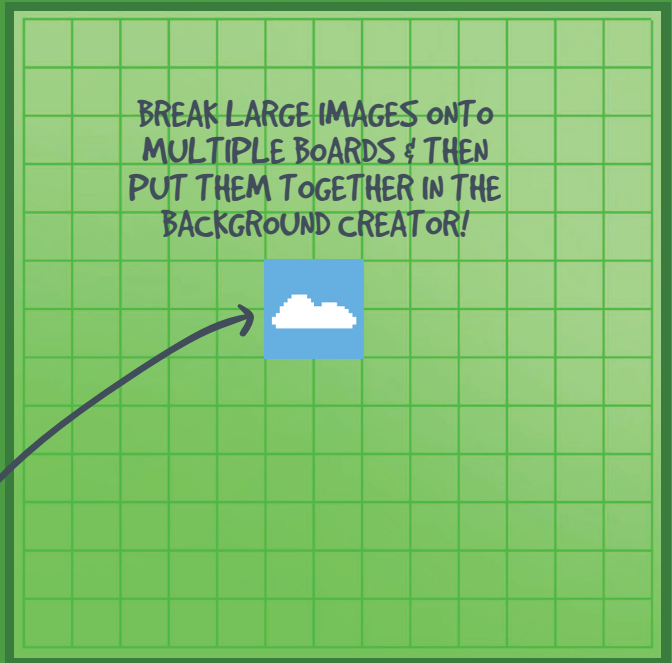
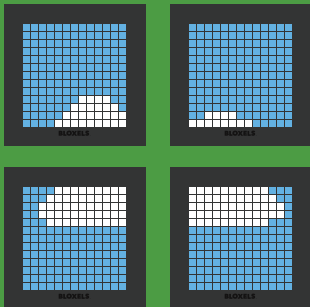
Use the Frames Per Second buttons to slow down or speed up your animations.

BUILDING BACKGROUNDS

The Game background sets the overall theme for your world. It consists of 169 Gameboards stitched together to create one large image. It can be as simple as a single color, or as complex as a faraway mountain range.

In Background mode tap the  button to begin a new background. You'll then see a grid like this.

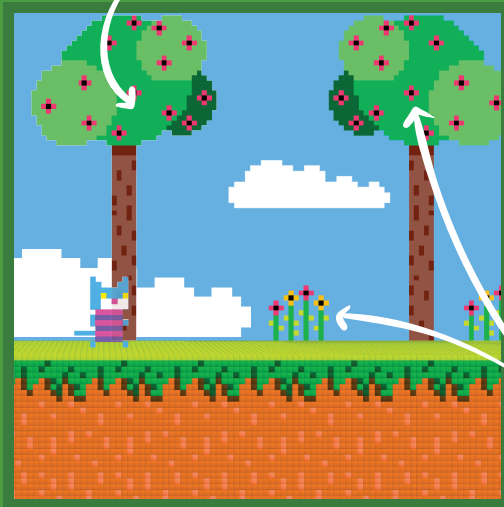
Grab art from the Boards library to fill each grid square and create the entire background for you world.



Now use that same idea to construct the entire background. When you finish it should look something like this image to the left. Pretty cool, huh?



GAME
BACKGROUND



The same idea can be applied to room backgrounds. Use multiple boards to create accent elements throughout your level to make it more interesting as well as help to tell your story!

ROOM
BACKGROUND

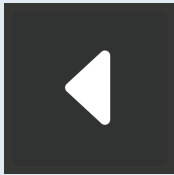


DOWNLOAD COOL
BACKGROUNDS FROM
OTHER USER'S GAMES
YOU PLAY ON THE
INFINITY WALL!

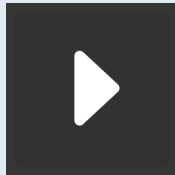
PLAYING THE GAME

Playing a Bloxels game is pretty straight-forward, but here's a little help to get started.

MOVE
LEFT



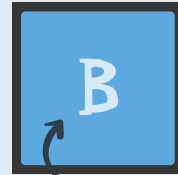
MOVE
RIGHT



ATTACK

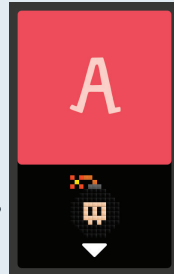


JUMP

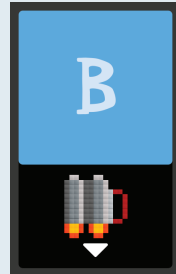


TAP TWICE
FOR DOUBLE JUMP

ATTACK
WITH
POWER-UP



JUMP
WITH
POWER-UP



PULL BUTTON
DOWN TO
ACTIVATE
POWER-UPS

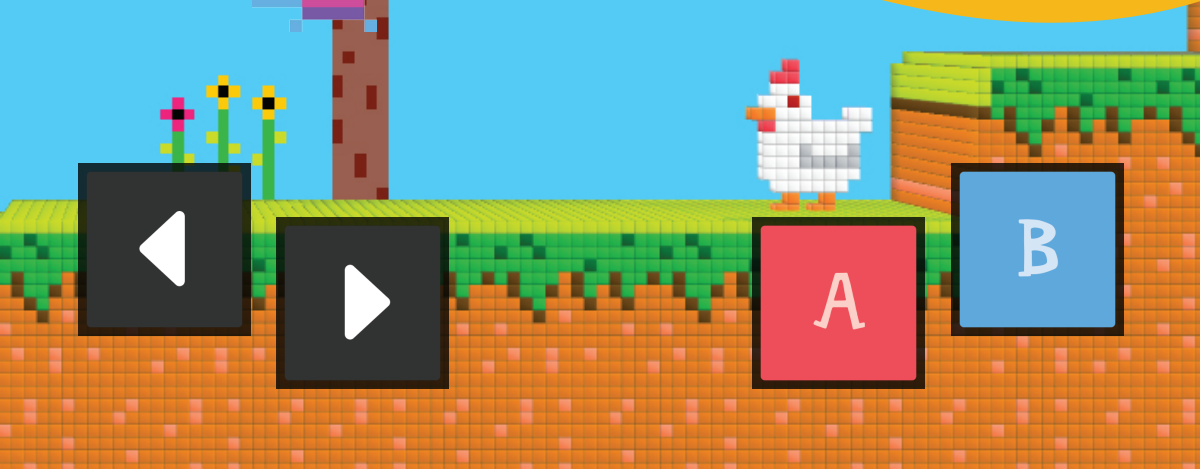


INVENTORY

Tap the pause button to pull up an inventory of your collected power-ups to pick which ones you want active.



HOLD THE DEVICE WITH BOTH HANDS & USE YOUR THUMBS TO CONTROL YOUR HERO.

A white line-art illustration of two hands holding a tablet device horizontally. The thumbs are positioned on the bottom edge of the tablet, indicating touch controls.



5,364

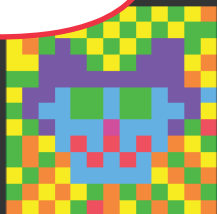
0



Wa

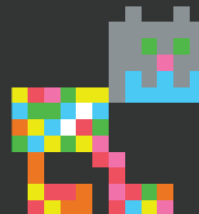
TOTAL COINS

YOUR PLAYER PROFILE



3,11

4,11



1,10

2,10

3,10

4,10

ACCESS LIBRARY

THE INFINITY WALL

The Infinity Wall is where games, characters, animations, backgrounds and even single boards are shared with the Bloxels community. Upload your creations for others to buy with their coins, or use the coins you earn to purchase other user's artwork that you like.

** User must have a Bloxels account to access the Infinity Wall features.*

1,8

2,8

3,8

4,8

0

arp

FEATURED AREA

A constantly updated area full of really awesome stuff.

WARP

Type in specific coordinates to go straight to a specific square.

HELP CENTER

A one-stop-shop for all of your questions.

MENU

Quickly go from place to place in the app.

5,11

8,11

6,10

7,10

8,10

5,9

6,9

7,9

8,9

5,8

6,8

7,8

8,8

TIPS & TRICKS



THE GAMEBOARD

Stickers are cool, but please don't put them on the front of the Gameboard - stickers on the back are okay! If you need to clean your Gameboard for any reason, you can clean it with water and soap.



THE BLOCKS

The blocks should also be kept free of stickers, paint, or dirt, and can be washed with water and soap.



THE BOX

Keep the box! It's great for storing your blocks and to empty your Gameboard without the blocks flying all over the place. Dump them into the top lid of the box. Easy!

** Colors and decorations may vary.*



PARENTS

First of all, we think you're rad for reading this. We hope you'll become as excited about Bloxels as we are. Rest assured, Bloxels is not just another video game. It's a hands-on, brains-on, creativity-and-technology experience that exercises both sides of your child's brain.

By starting the game building process with Bloxels' colored blocks, kids are challenged to put down their screens and think strategically. Each block has many possibilities, so creating a game layout requires imagination and calculation. Yet, Bloxels makes the process as simple as building with blocks.

Then there is the Play and Share experience - although we think all of the Bloxels experience counts as playing! In the Bloxels Builder app, kids can post and share their games to the Infinity Wall* and even earn coins when others download their creations. They can try to beat other players' games while at the same time gaining new ideas and concepts to incorporate into their own games. This makes the Bloxels experience rich, shareable and endlessly exciting.

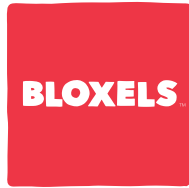
We know your child will have tons of fun playing with Bloxels. And we hope you'll pick up a couple of blocks and get in the game too.

Best,

The Pixel Press Team

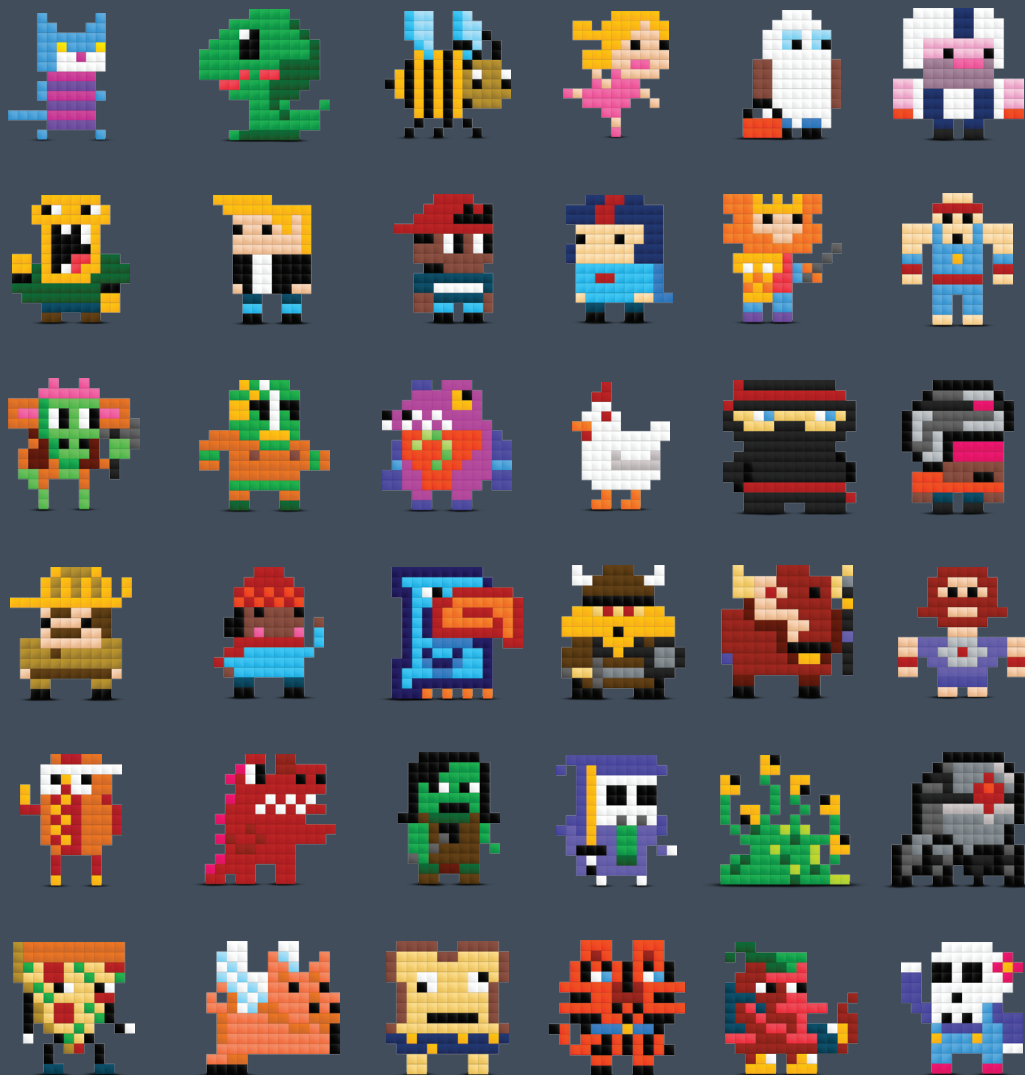
www.ProjectPixelPress.com

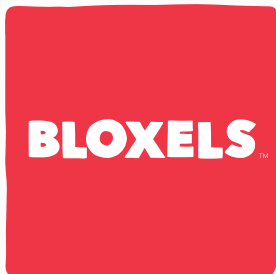
*Users must have a Bloxels account to access the Infinity Wall features. See app for account set up information.



Due to the nature of building a continuously evolving creative experience, the information in this instruction booklet is subject to change. For the most up to date resources on Bloxels please visit our **Explore Portal**.

[explore.BloxelsBuilder.com](https://explore.bloxelsbuilder.com)





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