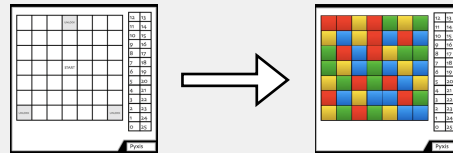
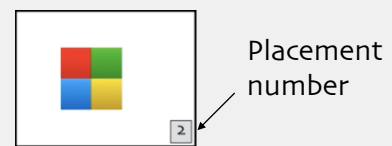


Pyxis is a co-operative puzzle game. Taking inspiration from popular video games such as Puzzle and Dragons, it provides a core of addictive puzzle gameplay while adding depth through a range of skills and abilities. The game is easy to learn, but challenging to complete, leading to intense finales as players struggle to place the final tiles.

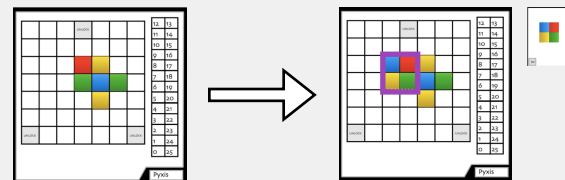
The aim is to completely fill the board with coloured tiles.



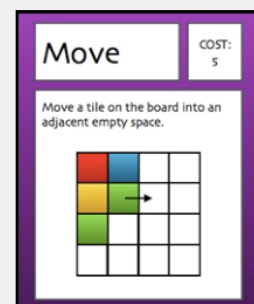
A pattern card is drawn each turn. The player must form this pattern somewhere on the board. The placement number indicates how many new tiles can be placed to achieve this.



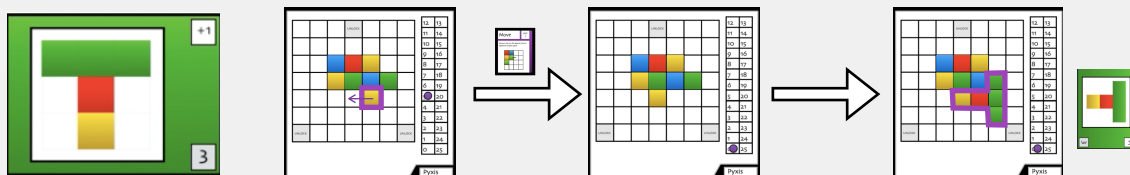
Example: Place a blue and yellow tile to form the pattern.



Special abilities can be used to modify the board. Each player starts with one ability, and may earn more as the game progresses.



Example: This pattern is currently impossible to place. Move the yellow square one space to the left. Now place a red tile and two green tiles.



Key Features:

- Optimised for two players. Works well as a solo game. Also supports three or four players.
- Core gameplay is co-operative, but provides opportunity for individual achievement, and a competitive variant.
- Has a range of difficulty options, including adding extra challenge cards, player elimination and time pressure.
- Currently has a purely abstract theme, but is flexible enough to fit a range of possible themes.

Components:

- 60 square cardboard chits (1 inch)
- 60 poker size cards
- 4 player markers
- Square board (approx 11 inches)
- Short rulebook (potentially fits on 1 A4 page)

Contact Info

- Name: Phil Tootill
- Email: pjtootill@gmail.com
- Phone: 07887 398080
- Addr: 17 New High Street, Oxford, OX3 7AJ