

WELCOME



With Bloxels, you are the artist, the game designer, the storyteller, the programer, the publisher and the player.

You are the 13-bit Builder.

When you build a game with Bloxels you get to do it all. It starts by designing the hero of your game, one block at a time, on the 13x13 Bloxels gameboard and ultimately building an entire world around that hero.

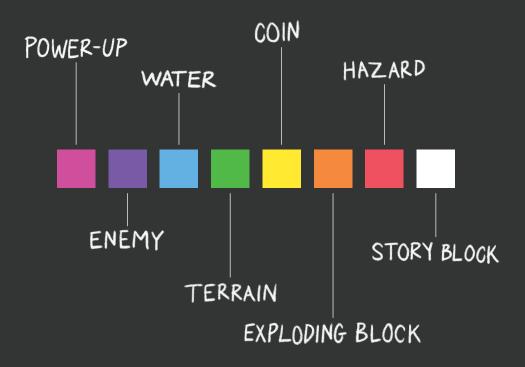
To achieve this, you'll need to dig deep inside and not be afraid to show off your personality, passion, creativity and skill. But don't worry, it's not too serious - in fact, the sillier the better.



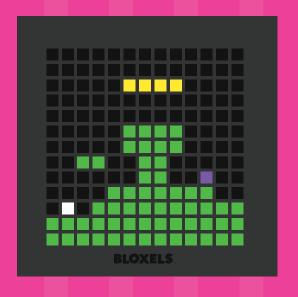
Once your game is ready, you'll be able to share what you create with the world, and if your players like your stuff they can even use their hard earned coins to download your creations to use in their own games.

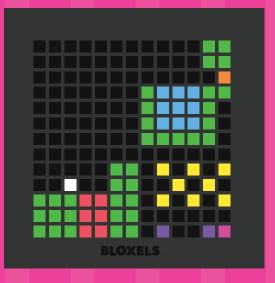
Learn more about becoming a 13-bit Builder at Bloxelsbuilder.com/13bitbuilder

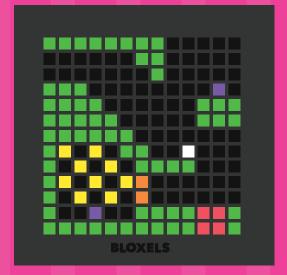


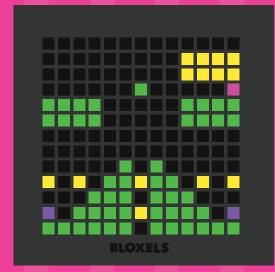


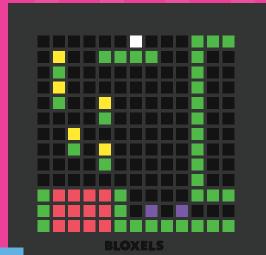


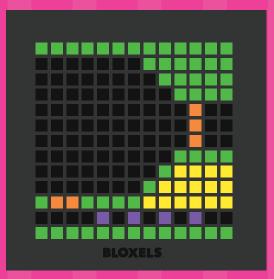


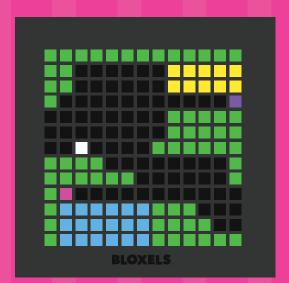


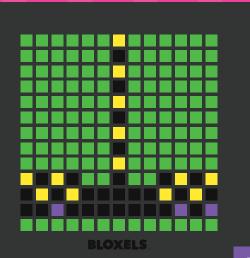


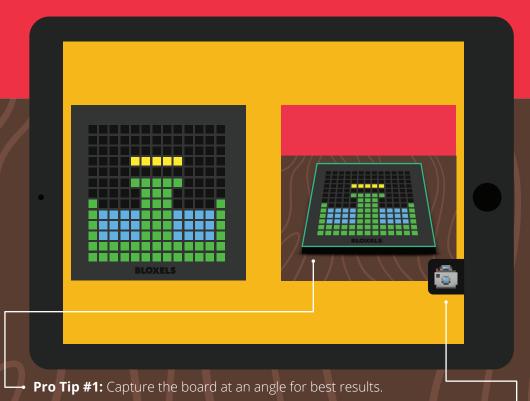












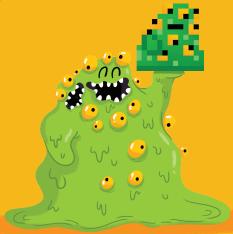
→ **Pro Tip #2:** Slide your thumb up & down while holding the camera button for brightness controls.

Make sure the board is well lit.



*Simplify complex characters into 13 bit characters.





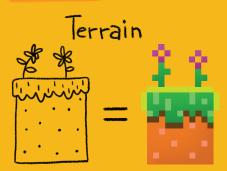




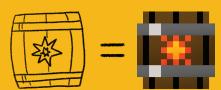




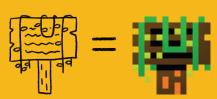
2 Frame Run Cycle: Easily give the illusion of movement.



Exploding Block

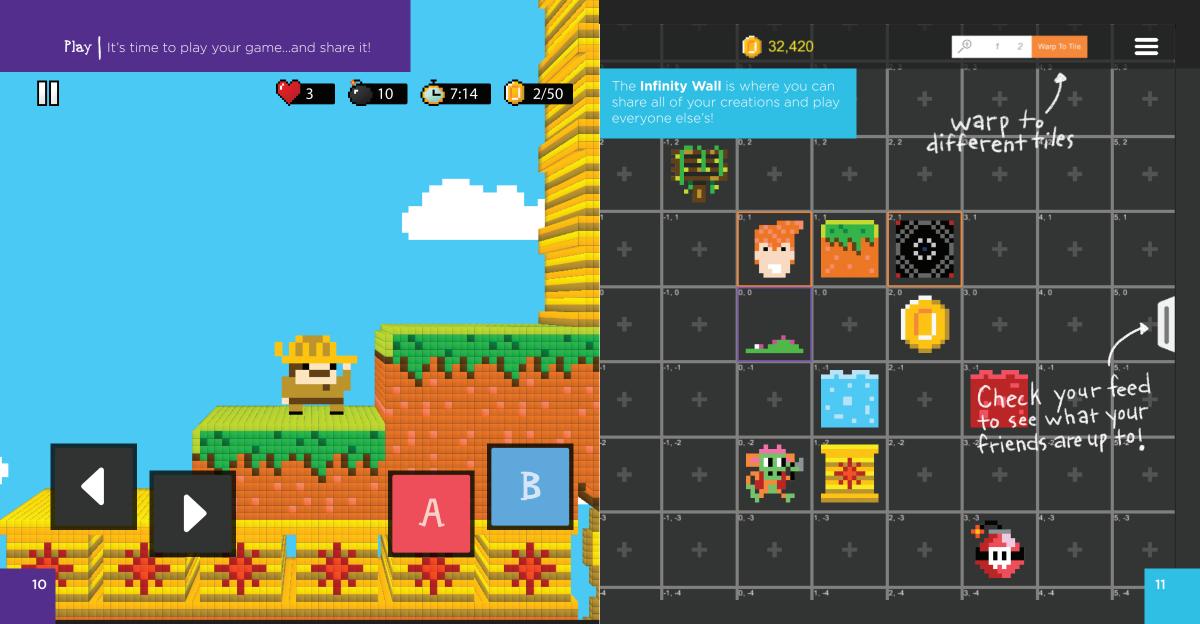


Non-Playable Character (NPC)

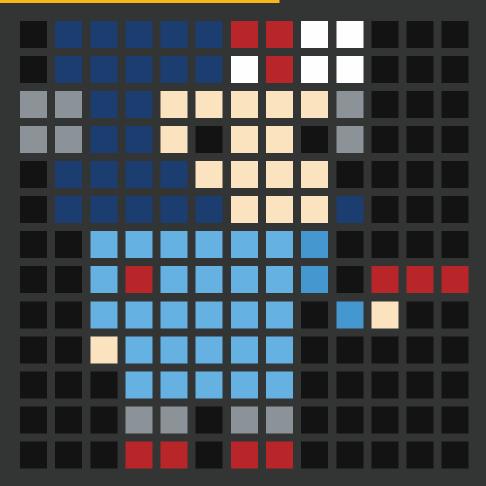


Hazard



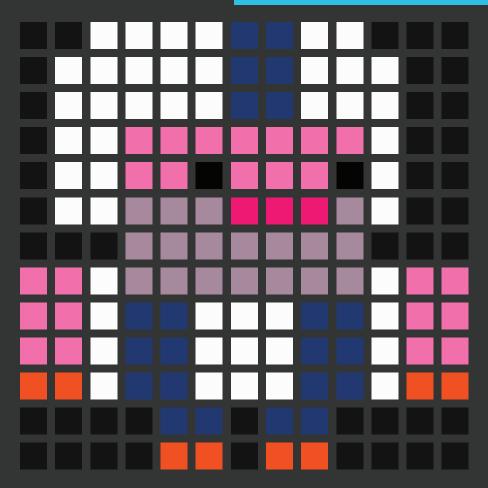


Use this example to make Archie



BLOXELS

Use this example to make Mack



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