



PIXELS
LIGHT UP YOUR GAME

Pixels Die
User Manual
PXL-D20A

gamewithpixels.com/start



Download the Pixels app for iOS and Android



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Health and Safety Information

▲ PHOTOSENSITIVE/EPILEPSY WARNING

Some individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before using Pixels Dice.

When opening a Pixels Dice case for the first time, a gentle cycling of rainbow color lights will display from the dice. Once connected to the companion app, light and animation color, brightness, duration, intensity, and pattern are fully customizable. The companion app may display animation previews by default and can be disabled in accessibility settings.

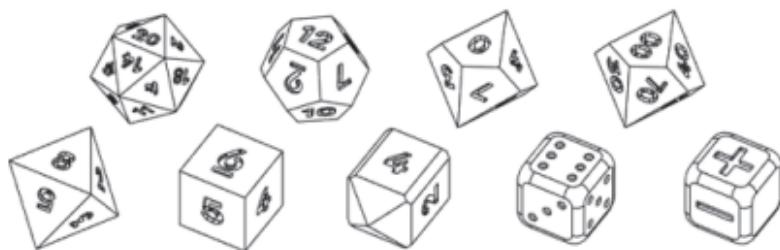
Health and Safety Information

✖ **DO NOT** use Pixels Dice if you experience any of the following when exposed to flashing lights:

- dizziness
- extreme headache or migraine
- eye or muscle twitching
- disorientation or confusion
- altered vision
- loss of awareness
- seizures or convulsions
- any involuntary movement

STOP STOP using Pixels Dice and app immediately if you experience any of the above or symptoms such as lightheadedness, nausea, or motion sickness.

What's Included - Single Die



One (1) Single Die

Available Options:

D20, D12, D00, D10, D8, D6, D4,
Pipped D6, or Fudge D6

What's Included - Single Die



One (1) Single Charger
Case with Dice Tray Insert



One (1) USB C
to USB A Cable

Specifications - Dice

Dimensions (Face to Face)	Min: 17.5mm (D4, D6) Max: 22mm (D20)
Weight	Min: 6g (D4) Max: 8g (D20)
Material	Epoxy Resin
Bluetooth Version	Bluetooth LE (Low Energy) 5.3
Connection Range	30m (100ft)
Transmit Power	+4 dBm maximum

Specifications - Dice

LED Wavelengths	Red 620nm Green 520nm Blue 465nm
Battery Capacity	60mAh Lithium Polymer
Battery Voltage	4.2V
Battery Operating Temperature	0°C - 60°C (32°F - 140°F)
Charging Method	Wireless
Charge Time	90min

Specifications - Single Charger

Dimensions	37mm L x 32mm W x 38mm H
Weight (Excluding Die)	20g
Material	PC+ABS
Tray Insert Types	D20, D12, D00/10, D8, D4, D6/Pipped D6/Fudge
Connector Type	USB Type-C
Input Power	5V 0.3A max
Operating Temperature	0°C - 60°C (32°F - 140°F)

Specifications - Single Charger

Wireless Charging Protocol	Proprietary, not compatible with WPC Qi standard
Frequency	271.4 kHz
Power	<1W
Charging Indicator	Red LED - internal, under dice tray insert
Max Distance Between Die & Charging Coil	2mm

Operation

Pixels Dice are shipped with a pre-programmed user profile and partial battery charge. They are ready to use right out of the box but for the best experience, charge for at least 1 hour before first use.

To wake: Open the charger by separating lid from base. The die inside will turn on within 5 seconds and play the rainbow “Hello World” greeting animation.

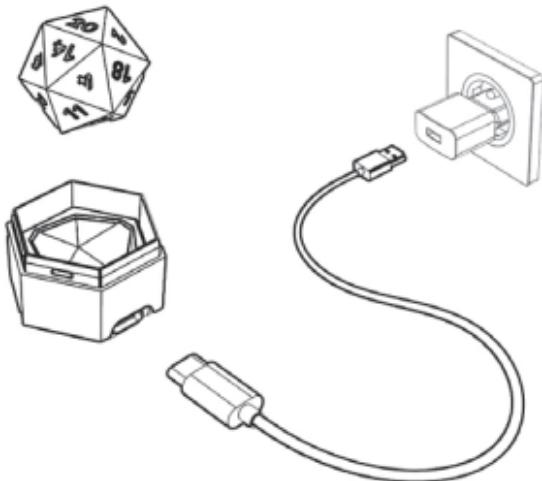
To reboot: Place die inside charger with charging coil face down/highest face up and close lid. Remove the lid after a few seconds and the die will wake, playing the “Hello World” greeting animation.

Operation

To put to sleep: Place die inside charger with charging coil face down/highest face up and close lid. As the lid's magnet remains in place over the die, it enters a sleep state.

Note: In place of a power button, Pixels Dice utilize a Hall Effect Sensor which is activated by magnets. Inside the lid of all charging cases, a small magnet is present to keep the dice in sleep mode when closed. Magnets such as those found in third-party dice trays, game pieces, or otherwise may activate the sensor and cause Pixels Dice to reboot or go to sleep mid-roll. This will result in a broken connection between the dice and any connected device.

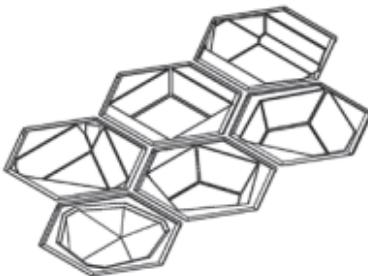
Charging



Charging

To charge Pixels Dice, the included Single Charger or Large Charging Case must be used. Pixels Dice are not compatible with any other wireless chargers.

Place dice inside a charger with matching tray insert shape, charging coil face down. Across 6 tray insert types, some are compatible with multiple dice types: D20, D12, D00/10, D8, D4, D6/Pipped D6/Fudge



Charging

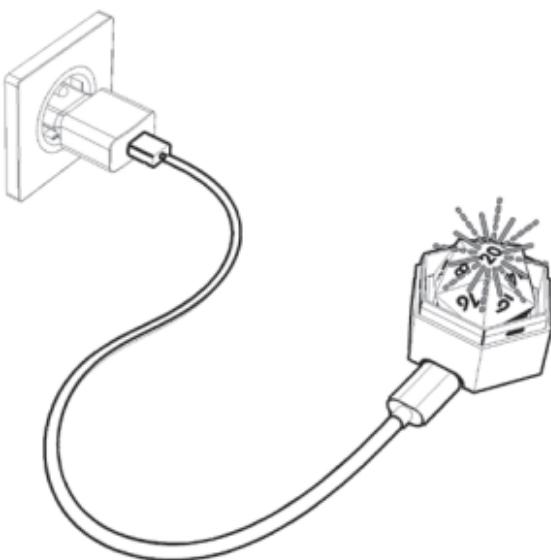
The charging coil is positioned opposite the top face, on the lowest face for all numbered dice and on a + face for the fudge d6. When charger is powered and dice are positioned properly the highest number or + sign will be face up. Top faces vary per dice type:



The charging indicator light will turn on and be visible through the case side or bottom. The top face on dice will glow red when charging and change to green when fully charged.

Close case to enter sleep mode for faster charging.

Charging



Connecting - Smartphones & Tablets

Since Pixels Dice come pre-programmed with a profile that includes various light colors and animations, using the Pixels app is not required for basic operation. To utilize smart features such as changing LED colors, customizing animations, or creating rules, connection to the Pixels app is required.

To connect: Dice should be positioned away from any nearby magnets including the case lid. They may remain on the charger with lid open. With Bluetooth turned on, launch the Pixels app. When connecting for the first time, follow the prompts on the main screen. To connect additional dice at a later time, navigate to the Dice Bag tab and tap the + icon.

Connecting - Other

While connecting Pixels Dice with a smartphone or tablet is the most common, the dice can connect to computers, game consoles, and devices or platforms with Bluetooth capabilities. Compatibility per device may vary based on features created by different integration partners or individual users.

To connect: Ensure dice are turned on away from magnets and Bluetooth is turned on for the device. Since Pixels Dice are always broadcasting a signal and never need to be put into “pairing” mode, use a Bluetooth connecting process as defined by the device to search for new devices.

Visit GameWithPixels.com/help for troubleshooting.

Dice LED Indicators - Standard

High face rainbow, then all faces rainbow	“Hello World” wake up animation
All faces blink blue (2x)	Bluetooth connection or disconnection
High face slow red pulse (every 3 seconds)	Actively charging
High face steady green (10 seconds)	Fully charged
High face fast red pulse (3x)	10% battery charge remaining
All faces blink dim red (3 seconds)	1% battery charge remaining

Dice LED Indicators - Errors

All faces blink red (continuous)	Die incorrectly placed on charger
High face blink yellow (continuous)	Battery temperature too high
All faces steady purple (3 seconds)	Defective circuit board
All faces steady red (3 seconds)	Defective battery
All faces steady cyan (3 seconds)	Defective accelerometer
All faces steady orange (3 seconds)	Defective temperature sensor

FAQ

Can I use a cell phone, watch, or earbuds wireless charger to charge my dice?

No, Pixels Dice are not compatible with any other wireless chargers.

Is the dice battery replaceable?

No, since the dice are fully encased in resin it is not possible to remove and replace the battery.

Are the dice waterproof?

Yes! There are no seams or openings anywhere on Pixels Dice so they are fully waterproof. They will light up under water but the Bluetooth signal may not function.

FAQ

How do I put dice in Bluetooth pairing mode?

Pixels Dice do not have a “pairing” mode commonly found on other Bluetooth devices. They are always advertising and ready to be paired once found.

Can I connect to multiple dice at once?

Yes, so long as your device supports multiple connections. This is standard on most modern phones, computers, tablets, and game systems.

Can I connect my dice to multiple devices, applications, or integrations at once?

No, Pixels Dice can only connect to one device at a time. To change the active connection, disconnect from one device and connect to the other.

FAQ

How long does the battery last?

Battery life will vary based on user settings. The number of rolls, length of rolling, LED intensity, complexity of animations, and sending roll results via Bluetooth connection will impact battery usage.

On average, dice with an active Bluetooth connection that display no LED animations can last up to 10,000 rolls on a full charge.

By comparison, dice with all LEDs steady on the highest brightness can last between 30-60 minutes.

What if my dice stop working?

See the Troubleshooting section for more information on how to identify the problem.

FAQ

My cat stole my dice, how do I find them again?

Sorry, rules say those belong to the cat now. If you really want to break the rules you can connect them to the Pixels app and use settings to make it blink!



For more answers visit GameWithPixels.com/faq

Troubleshooting

Dice don't light up/turn on

Pixels Dice are shipped with a partial charge and should light up once the case lid is removed. If not, they may need to be recharged. Try placing them on the charger and closing the lid to reboot.

Dice don't show the red charging indicator

When a battery is fully drained, the red charging indicator does not turn on. After a few minutes on the charger it should activate. If not, verify the case charging indicator light is on. This can be seen through the bottom or side of the case.

Note: the red charging indicator is enabled by default but can be modified by advanced users by accessing dice code.

Troubleshooting

Dice are not charging

Confirm all cables are securely connected and the dice insert tray is pressed fully into the base of the charger. Confirm dice are positioned with the charging face down, remove and replace to reposition within insert tray.

Dice have been charged but are not lighting up

Try to connect the dice using the Pixels app to verify battery level. If they are charged and displaying roll results, check the active profile as it may have no rules related to light colors or animations.

Troubleshooting

Dice do not connect to the Pixels app

Verify Bluetooth is turned on for the device and the Pixels app has been granted access to Bluetooth.

Place dice in case to reboot and relaunch Pixels app.

Dice are not sending roll results to Pixels app or other connected device/integration

Check the connection between Pixels dice and app; rebooting dice, app, or smartphone/tablet then reconnecting. With dice connected, check battery charge and signal strength within the Pixels app.

In the case of other devices or third-party integrations, contact their support team.

Troubleshooting

Number rolled on the dice does not match number in app or other device/integration

If roll results are displaying once rolled and the connection is secure but the number is wrong, the dice may need to be recalibrated. Use the dice settings in the Pixels app and follow the prompts for recalibrating that die's type.

In case of other devices or third-party integrations, you may solve the problem by recalibrating via the Pixels app. If not, contact their support team.

For more visit GameWithPixels.com/troubleshooting

Caring for Your Pixels Dice

Though fairly sturdy, Pixels Dice are susceptible to damage if kept in extreme conditions as with any product made primarily of epoxy resin.

Storage

Keep dice out of direct sunlight. Prolonged exposure to UV rays can cause epoxy resin to take on a yellow tint. This may change the look of finished colorways, especially Clear and Aurora Sky.

Store dice in a low heat setting. At temperatures of 50°C (120°F) or above, resin will soften and be prone to scratches. Resin will harden once cooled.

Store above freezing temperatures to protect the internal battery and other circuitry.

Caring for Your Pixels Dice

Cleaning

Dice and charging cases can be cleaned easily with a soft, dry cloth. Household cleaning materials may be used if needed on the dice and exterior of charging cases away from USB-C ports.

Deinking

If you would like to customize the numbers of your Pixels Dice by adding new ink or paint, you may wish to remove the factory ink on some colorways. Soak in a bath of isopropyl alcohol to remove the acrylic-based paint, using a toothbrush to scrub away softened paint.

Note: do not use acetone or strong solvents, this will permanently damage the epoxy resin and expose the internal circuit board.

Warranty

Pixels Dice and included charging cases are covered by a Two (2) Year Limited Warranty beginning from date of purchase. In the case of Kickstarter Backers, the reward delivery date may be used instead.

What is covered?

Manufacturing defects including but not limited to:

- Dice and/or Charger - defective circuit board
- Dice and/or Charger - defective battery
- Dice - defective accelerometer
- Dice - defective temperature sensor
- Charger - defective USB-C port

Warranty

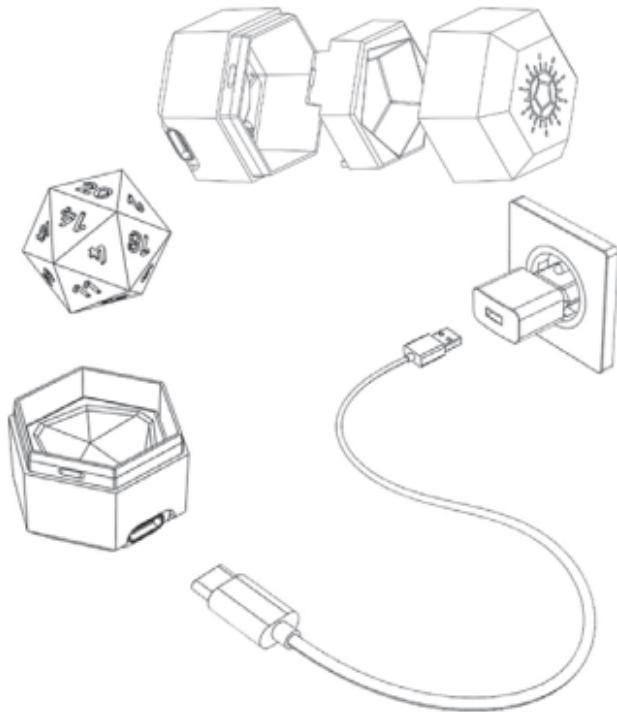
What is not covered?

Minor cosmetic defects in dice or chargers may occur during the manufacturing process and are not covered under warranty. Damage from improper use or handling is not covered under warranty.

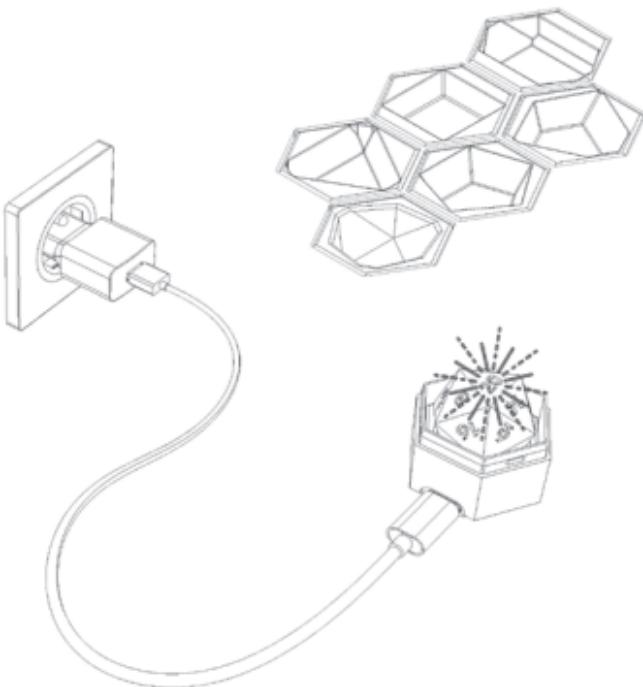
How do I file a warranty claim?

Visit GameWithPixels.com/warranty to begin the warranty replacement request. You will need your original order or Kickstarter Backer information to complete the form. Depending on the defect or damage reported we may contact you to request more information, troubleshoot and diagnose, or request a return of the defective items.

Charging



Charging



Additional Info



A complete list of Testing and Certification Documentation can be found on our website:
GameWithPixels.com

Additional Info



Additional Info

Pixels Dice should not be disposed of as household trash or electronic waste nor brought to most recycling facilities in residential areas.

Due to the nature of the product, it can not be easily disassembled in a household setting to properly dispose of interior electronic components such as the Lithium Polymer battery, Light Emitting Diodes, or various chips.

Please visit our website GameWithPixels.com for more information or contact us directly at support@gamewithpixels.com to arrange collection of products to be recycled at our facilities.

Additional Info

PROP 65 WARNING:

This product contains chemicals known to the State of California to cause cancer, birth defects, or other reproductive harm.

For more information: www.P65warnings.ca.gov

Apple and the Apple logo are trademarks of Apple Inc. Google Play and the Google Play logo are trademarks of Google LLC.

FCC Statement

This device complies with part 15 of the FCC Rules.

Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation.

FCC Statement

If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient or relocate the receiving antenna.

Increase the separation between the equipment and receiver.

Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.

Consult the dealer or an experienced radio/TV technician for help.

ISED Statement

English: This device contains licence-exempt transmitter(s)/ receiver(s) that comply with Innovation, Science and Economic Development Canada's licence-exempt RSS(s). Operation is subject to the following two conditions:

- (1) This device may not cause interference.
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

The digital apparatus complies with Canadian CAN ICES - 3 (B)/ NMB - 3(B).

French: Cet appareil contient des émetteurs/récepteurs exempts de licence qui sont conformes aux RSS exemptés de licence d'Innovation, Sciences et Développement économique Canada.

L'exploitation est soumise aux deux conditions suivantes :

- (1) Cet appareil ne doit pas provoquer d'interférences.
- (2) Cet appareil doit accepter toute interférence, y compris les interférences susceptibles de provoquer un fonctionnement indésirable de l'appareil.

l'appareil numérique ci-dessous conforme canadien peut - 3 (b) / nmb - 3 (b).

This device meets the exemption from the routine evaluation limits in section 2.5 of RSS 102 and compliance with RSS 102 RF exposure, users can obtain Canadian information on RF exposure and compliance.

cet appareil est conforme à l'exemption des limites d'évaluation courante dans la section 2.5 du cnr - 102 et conformité avec rss 102 de l'exposition aux rf, les utilisateurs peuvent obtenir des données canadiennes sur l'exposition aux champs rf et la conformité .

This equipment complies with Canada radiation exposure limits set forth for an uncontrolled environment.

Cet équipement est conforme aux limites d'exposition aux rayonnements du Canada établies pour un environnement non contrôlé .

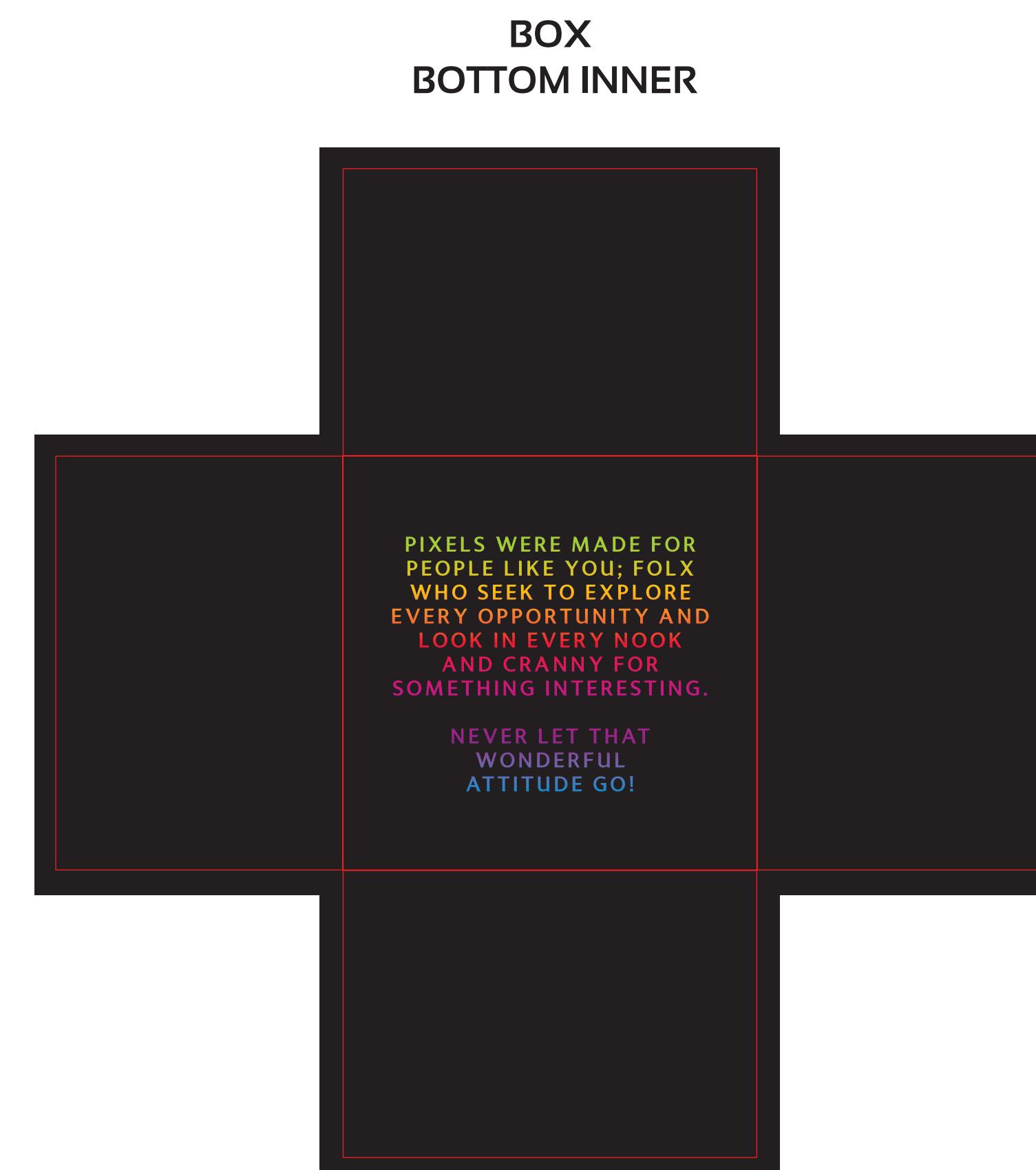
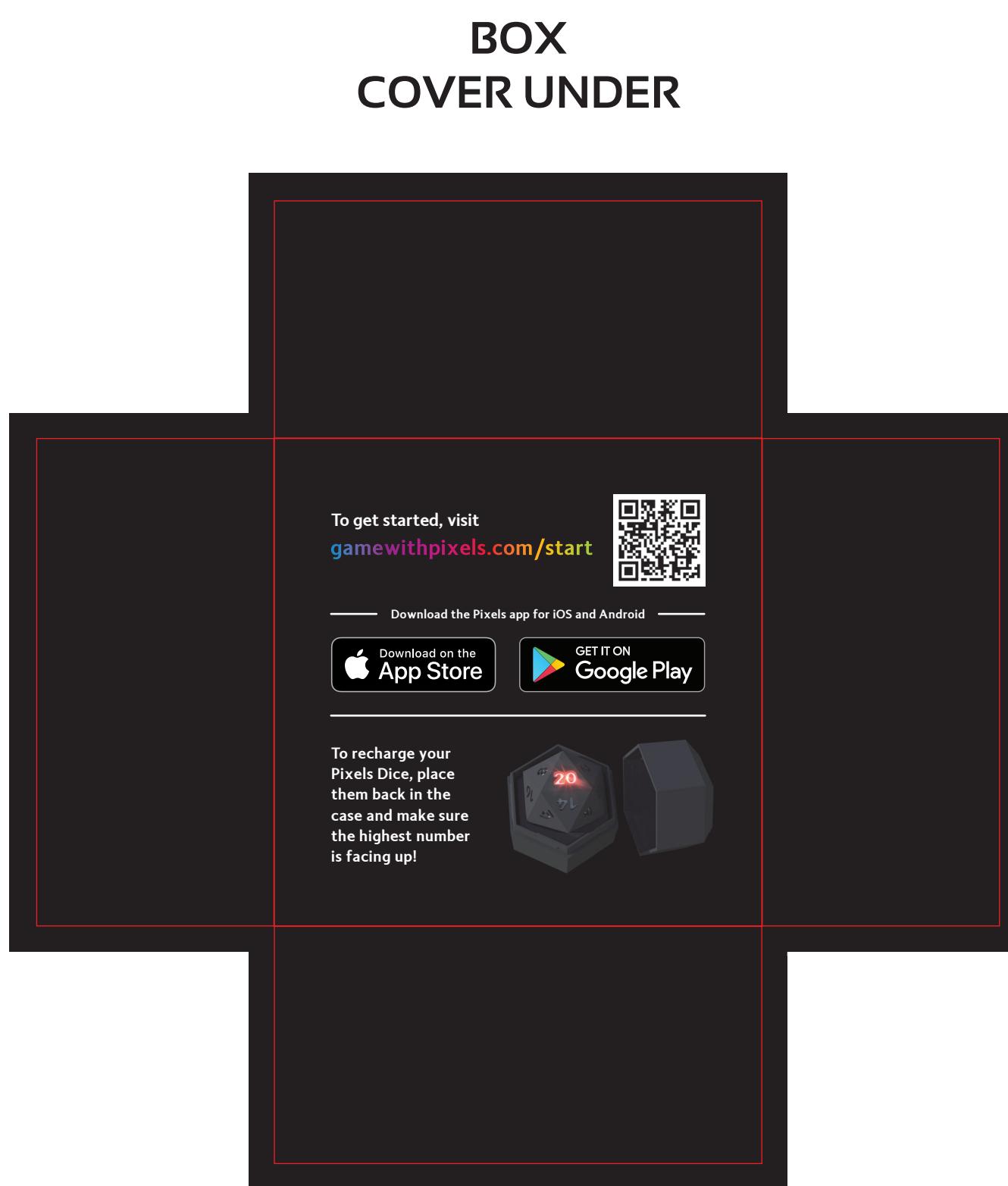
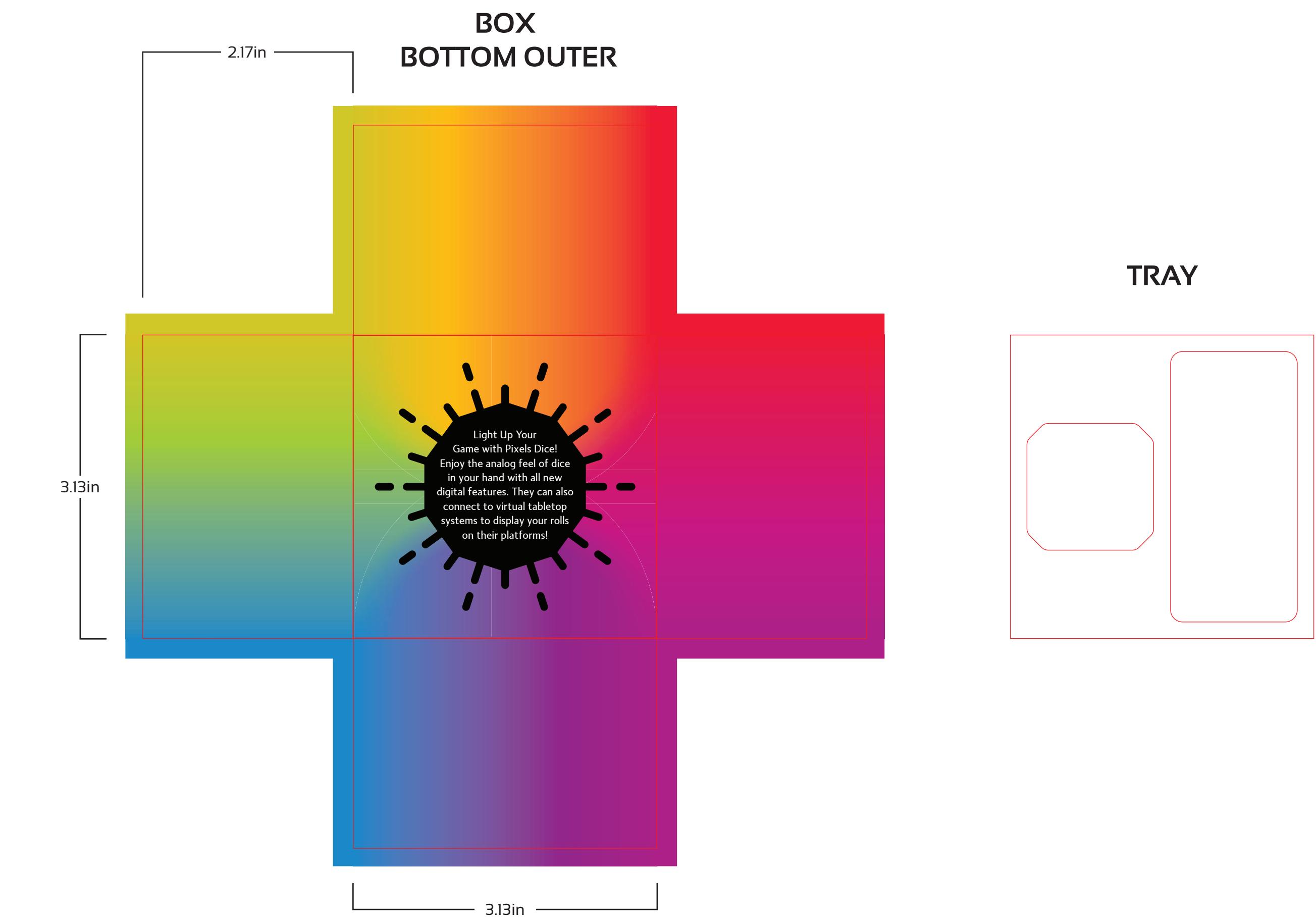
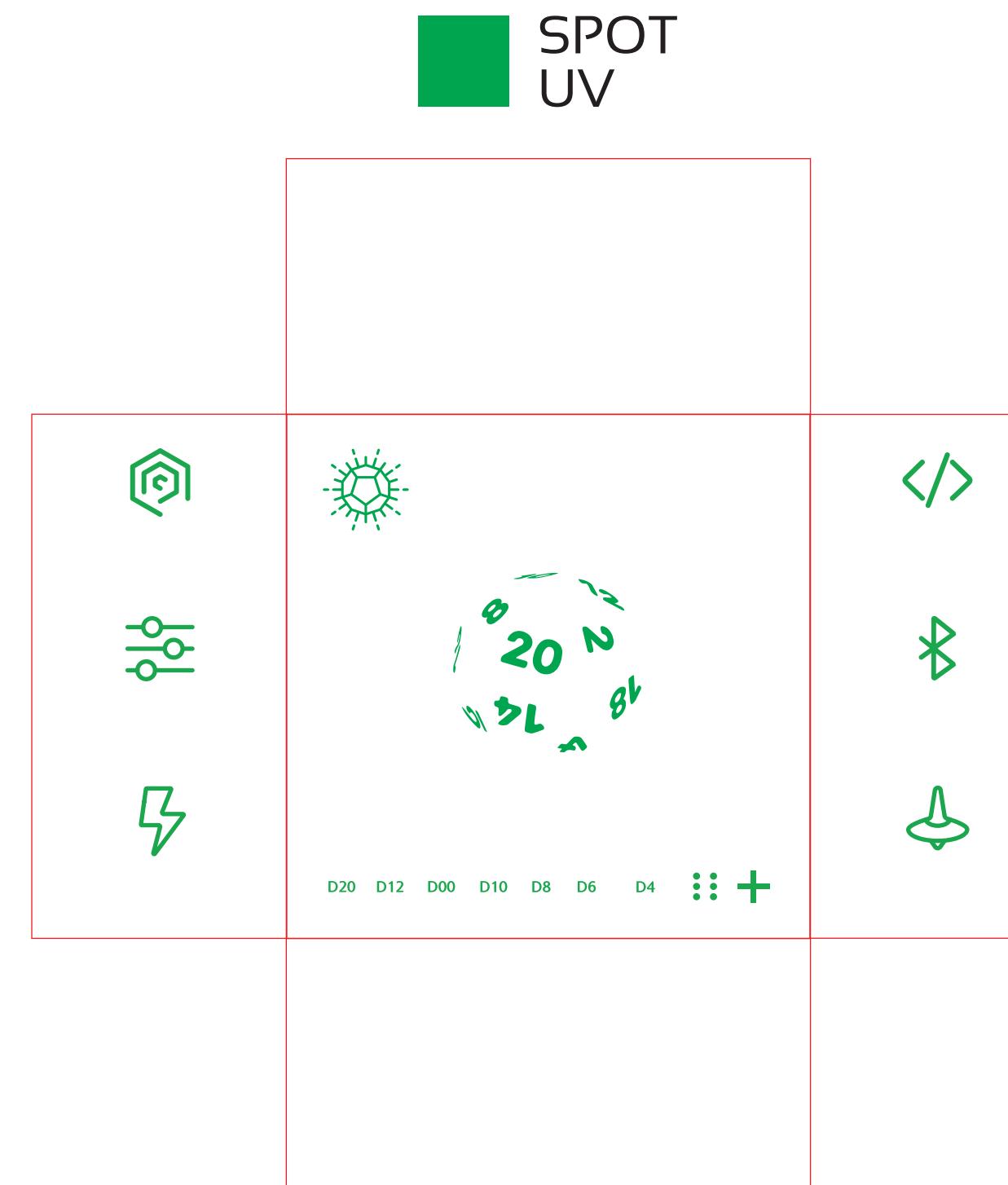
This equipment should be installed and operated with minimum distance 0cm between the radiator & your body.

Cet équipement doit être installé et utilisé à une distance minimale de 0 cm entre le radiateur et votre corps.

IC:31060-PXLD20A

HVIN:PXL-D20A

PIXELS - Generic - Single Die





PIXELS
LIGHT UP YOUR GAME

*Pixels Dice Made in China
Dice and App Designed Worldwide*

Systemic Games LLC
PO Box 372403
Satellite Beach FL 32937 USA

BSD001

Luna - Pixels C.A.T.
Customer Assistance Teammate



If you have any questions or need help with your Pixels Dice, contact Luna! She's great at solving puzzles on her own but also has humans available to help when needed

Luna@GameWithPixels.com

