

Fire Lizards
ENEMY



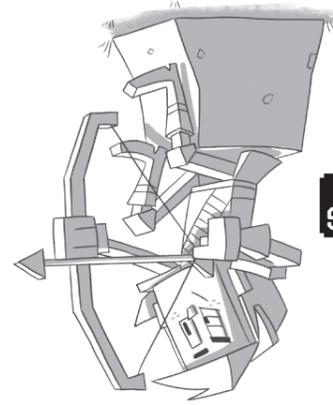
Sombrero Spiders
ENEMY



Flametiger
ENEMY



Goblin
ENEMY



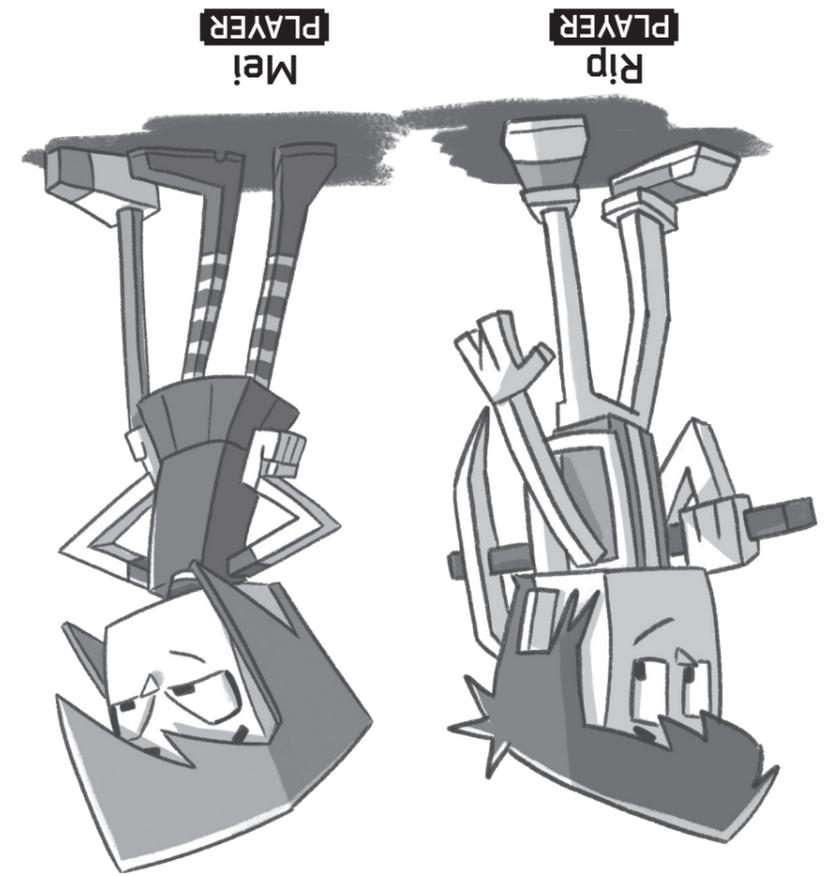
Angela
COMPETING PLAYER



Sir Crabington
and his minions



George
WIZARD



Mei
PLAYER

Rip
PLAYER

PIXEL RAIDERS CHARACTER GUIDE

Bajo first found a love of video games growing up on a farm in Toowoomba. In between spending quality time with his various animals (including two evil goats, Burty and Gurty), Bajo attempted to master any video game he could get his hands on. He now co-hosts ABC TV shows *Good Game* and *Good Game: Spawn Point* and also loves science fiction, cosmology (space!), riding bicycles and eating cheese sandwiches.



WRITTEN BY
BAJO + HEX
AS SEEN ON
GOOD GAME,
ABC TV!



Hex grew up in a house without video game consoles, so the first games she fell in love with were entirely text-based online role-playing games! Since then, she has absorbed every possible genre of game she could get her hands on—and now reviews them on ABC TV's *Good Game* and *Good Game: Spawn Point*. Hex enjoys science fiction, fantasy, collecting swords and figurines and occasionally slinging arrows at her local archery club. She is also a dedicated servant to her two feline overlords, Gandalf and Merlin.



Chris Kennett is an illustrator who has most recently worked on various STAR WARS Little Golden Books and the TV show *The Day My Butt Went Psycho!* But his coolest job to date has been Bajo and Hex's *PIXEL RAIDERS*.

Get ready for an hilarious adventure in Bajo and Hex's awesome NEW book, **PIXEL RAIDERS #1: Dig World!**



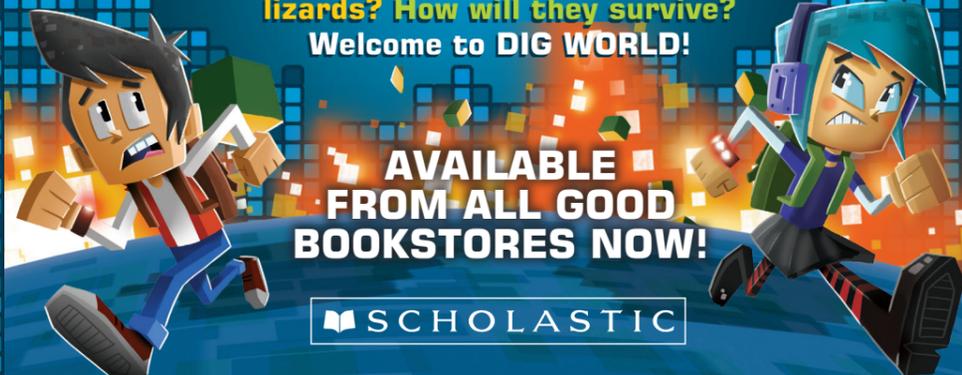
WELCOME TO
DIG WORLD

Rip and Mei are trapped inside a brand new video game. No-one on the outside knows they're in there. If they don't play the game and find the way out, they'll be stuck... forever. They must build a shelter and find food but can they battle flametigers, sombrero-wearing spiders and fire lizards? How will they survive?

Welcome to DIG WORLD!

AVAILABLE
FROM ALL GOOD
BOOKSTORES NOW!

SCHOLASTIC



DIG WORLD



SCHOLASTIC



The gamer made a few quick calculations; measuring risk, predicting changes—his eyes darted nervously as he weighed the odds.

Left.

He stepped twice.

Right.

He waited as a boulder emerged momentarily from the molten river before leaping onto it, limbs flailing as he struggled to regain his balance. Immediately, he took another step right, before the boulder disappeared again beneath the lava's surface.

Beads of sweat started to appear all over his skin. The heat was fierce and distracting, making him dizzy. *Keep going. Don't stop!*

The gamer carefully selected the next set of stones and made a confident leap towards a large flat rock that sat a little higher above the boiling river.

As soon as his foot touched down, the gamer knew he'd chosen incorrectly. Something clicked beneath his boot—and his heart stopped.

THE FLOOR IS LAVA

The gamer's skin prickled with heat as he leapt from stone to stone, narrowly avoiding glowing sparks of fire and popping explosions of molten rock. One false step and it would be GAME OVER. The gamer was well-practised, however, with the sharpest of reflexes. Ahead, the level's exit could be seen, beckoning from the very depths of the fiery cavern.



All he had to do was clear this platform section and make it to that narrow doorway, glowing bright atop the final stepping-stone.

There were several paths ahead.

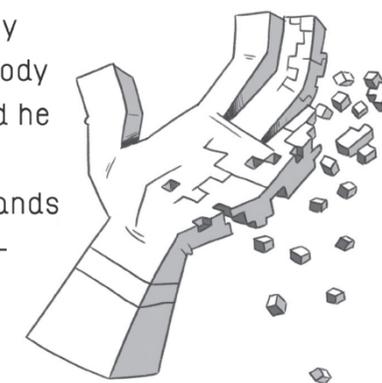


He had barely a moment to turn and see the flaming arrow that had been triggered by the trap he'd stepped on—and it plunged directly into his chest. White-hot heat engulfed him.

Some of the rocks looked cracked and unsteady. Others bobbed in and out of the bubbling river of lava that surrounded him. He would only have one shot at selecting the correct stones to bear his weight.



He opened his mouth to cry out, but he already felt his body dissipating into pixels—and he had no voice to speak with. Looking down, he saw his hands fading, shifting, pixelating—until they had blinked out of existence completely. This was it.



GAME OVER.

He had failed. The burning, molten river continued to churn and surge against the rocks that encased it. The gamer waited to be taken back to the menu screen, so he could respawn and start again—but nothing happened.

Why . . . why am I still here?