



CUBED

HOW TO PLAY

www.cubedthegame.com/rules



ES



FR



DE



JA



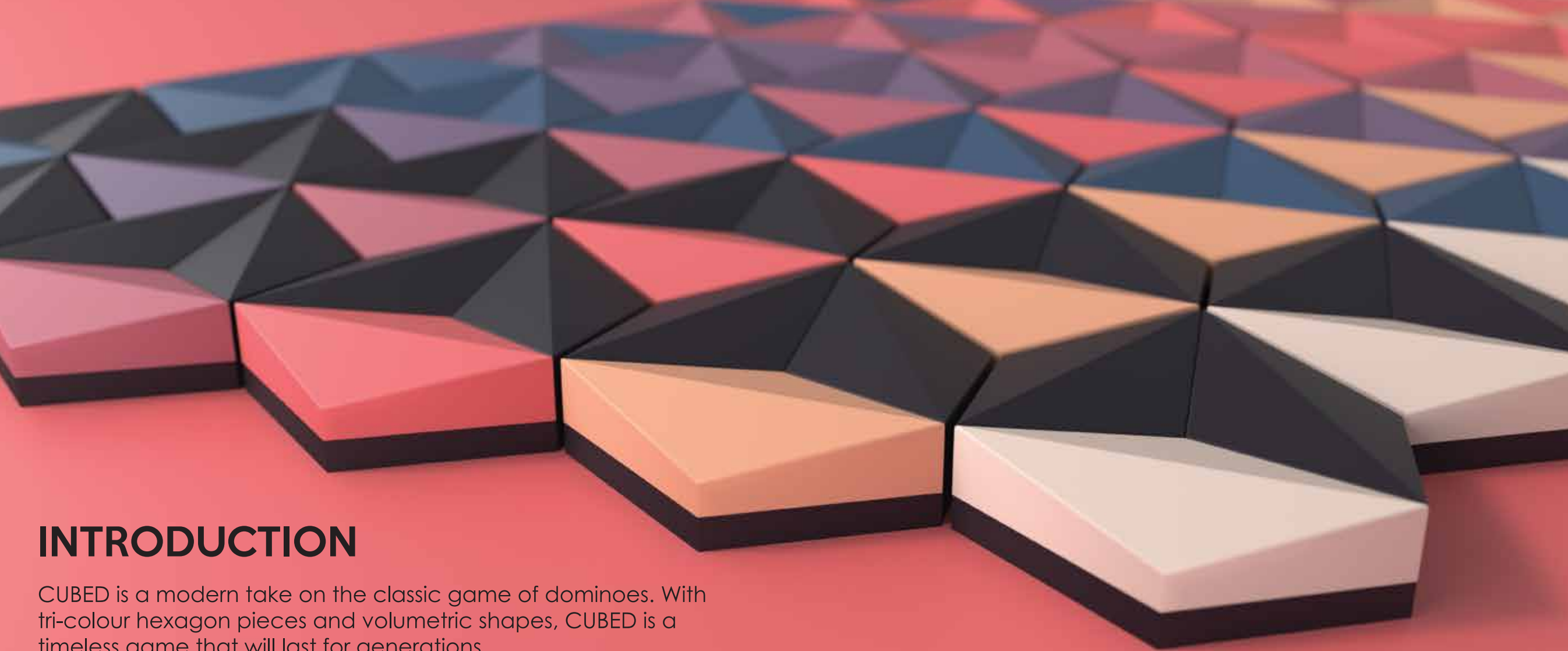
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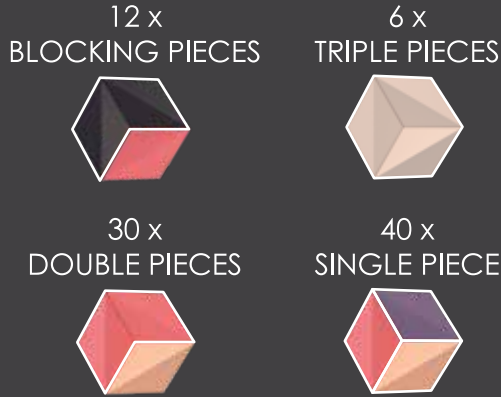


INTRODUCTION

CUBED is a modern take on the classic game of dominoes. With tri-colour hexagon pieces and volumetric shapes, CUBED is a timeless game that will last for generations.

STRATEGIZE. COLOURIZE. MONOPOLIZE.

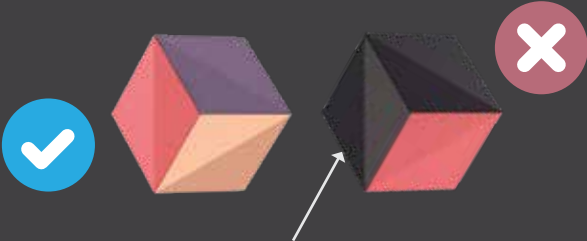
SETUP



1. Mix all the game pieces inside the bag, then each player collects the pieces based on the amount of players.

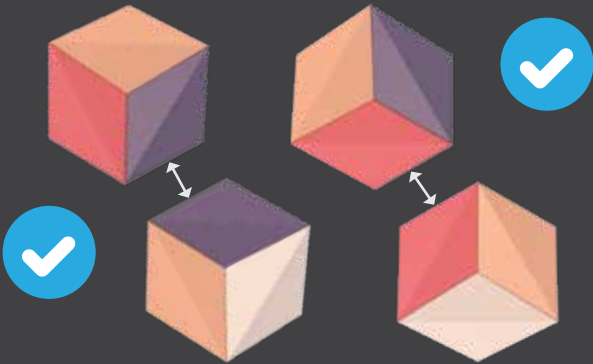
PLAYER AMOUNT	PIECES PER PLAYER
2 Players	25 Pieces
3 Players	20 Pieces
4 Players	18 Pieces
5 Players	15 Pieces
6 Players	13 Pieces
7 Players	11 Pieces
8 Players	10 Pieces
9 Players	8 Pieces
10 Players	8 Pieces
11 Players	7 Pieces

2. Playing in clockwise order, the oldest player goes first. The first player can play any game piece except a Blocking piece.



Blocking pieces have 2 Midnight Purple sides and one coloured side.

3. To play, the next player must play a piece that matches heights and at least one of the colours on the table.



A Blocking piece cannot be played until after the third game piece has been played.

4. After the the second piece is played, all pieces must touch at least 2 other game pieces on the table.



After the third piece has been played, a Blocking piece may be played by the next player.

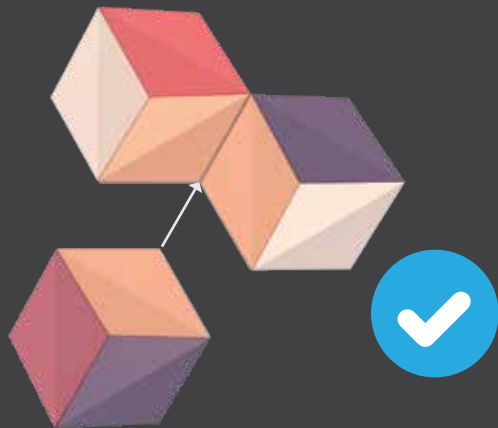
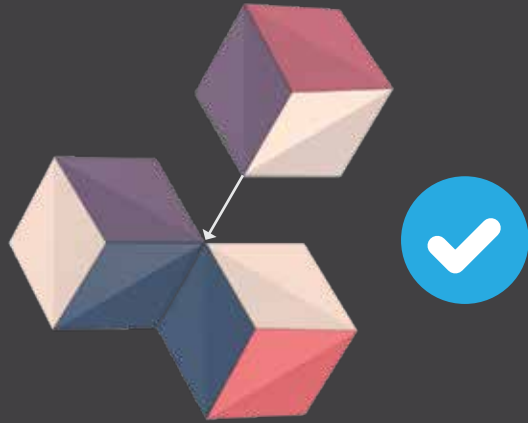
It must touch at least 2 game pieces to be played as well.

5. If a player cannot play one of their game pieces to the table, or chooses not to make a play, they must draw a new piece from the bag (if pieces are available).

If the player still cannot make a play after drawing, or chooses not to make a play, or if there are no remaining pieces left to draw from, their turn ends.

RULES

1. MATCH COLOURS

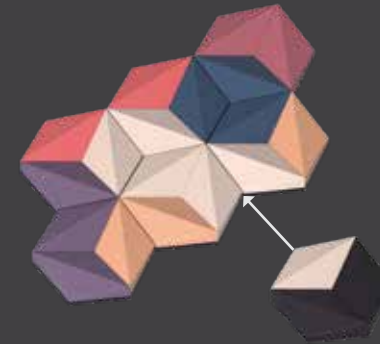


2. MATCH HEIGHTS



3. BLOCK AREAS

Block adjacent areas with a blocking piece by matching the colour side of the blocking piece to the play table.



Blocked areas are not playable by any piece, including other blocking pieces.

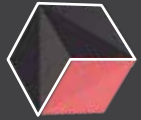
4. WIN

The goal is to get the least amount of points by the end of the game. First player to get rid of all their pieces ends the round earning 0 (zero) points.

The rest of the players must add up their points earned based on their remaining pieces according to the Point Chart on the next page. Add scores after each round. The player who won the previous round starts the next round. The player with the lowest score after 3 rounds wins the game.

Play only 1 round for quick play.

POINTS CHART



5 POINTS

BLOCKING PIECE:

2 Midnight Purple sides, one colour side



3 POINTS

TRIPLE PIECE:

All 3 sides are the same colour



2 POINTS

DOUBLE PIECE:

2 colours the same, 1 different



1 POINT

SINGLE PIECE:

All 3 sides are different colours

VARIANT PLAY

Add the following plays to the rules:

1. BRIDGING THE GAP

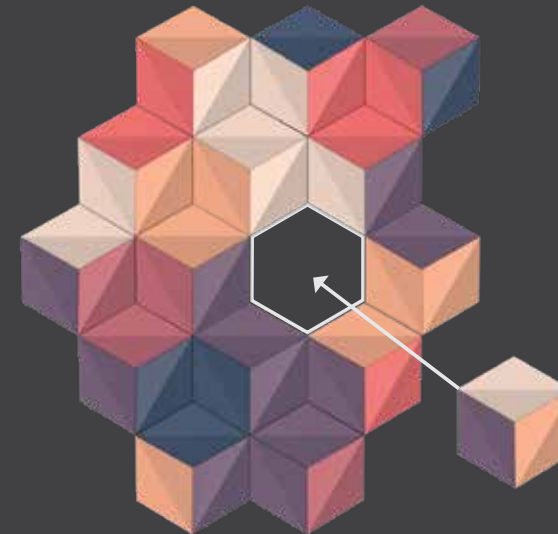
If you lay a game piece that bridges a gap between two pieces, you may play a second piece.

If you cannot play a second piece, you do not draw another piece and your turn ends.



2. FILL THE VOID

If you lay a game piece that fills a completely enclosed space (filling the void), you may take any game piece from your hand and give it to any other player.



3. DRAW 3, KEEP 1

At the start of your turn, instead of playing a game piece to the table, you can draw up to 3 pieces at once (not one at a time).

Choose 1 piece to keep, and discard the other pieces back into the bag.

You do not get to play any game piece to the table on this turn. After drawing and discarding, your turn ends.

SOLO MODE

1. Mix all the game pieces inside the bag, then collect 25 pieces.

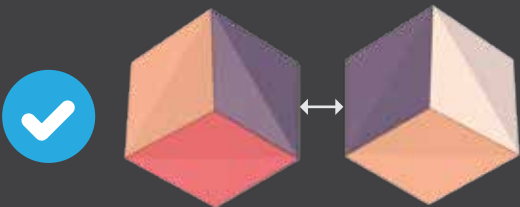
If you have more than 3 Blocking Pieces in your pile, discard the extra Blocking Pieces and draw new pieces from the bag.

2. Draw a game piece from the bag and place it on the table. This is your starting piece.

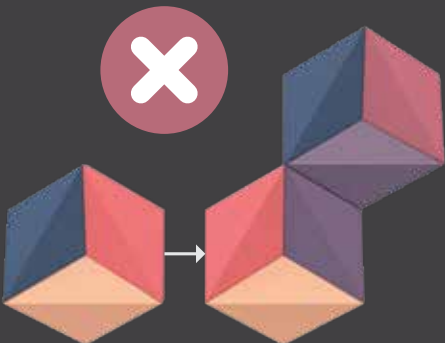
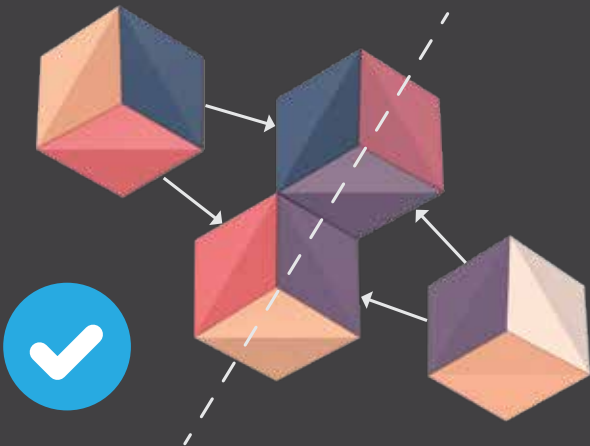
If a Blocking piece is drawn, discard it and draw another game piece.

A Blocking piece cannot be played until after the third game piece has been played.

3. The second piece must match heights and at least one of the colours on the table.



4. After the second piece has been played, all pieces must touch at least 2 other game pieces on the table.



After the third piece has been played, a Blocking piece may be played.

It must touch at least 2 game pieces to be played as well.

5. If you cannot play one of your game pieces to the table, you must draw a new piece from the remaining pile (if pieces are available).

If you still cannot make a play after drawing, draw a second time. If you still cannot play a piece after drawing a second time, or if there are no remaining pieces left to draw from, the game ends and you lose.

Win the game by playing all Game Pieces from your hand.

GAME COLOURS



See Rules and FAQ at www.cubedthegame.com