

A decorative border of colorful cubes surrounds the central text. The cubes are arranged in a grid-like pattern, with some cubes partially visible at the edges. The colors include purple, green, blue, pink, and yellow.

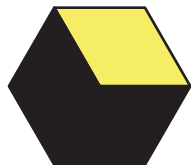
CUBED

HOW TO PLAY

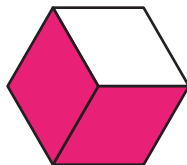
SETUP

GAME CONTENTS

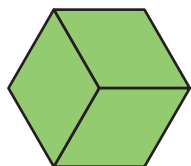
6 x BLOCKING
PIECES



6 x WILD
PIECES



6 x TRIPLE
PIECES



24 x DOUBLE
PIECES



20 x SINGLE
PIECE

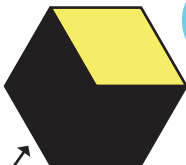


1. Mix all the game pieces inside the bag, then each player collects the pieces based on the amount of players.

PLAYER AMOUNT	PIECES PER PLAYER
SOLO	25 Pieces
2 Players	25 Pieces
3 Players	18 Pieces
4 Players	13 Pieces
5 Players	11 Pieces
6 Players	9 Pieces

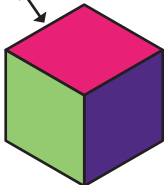
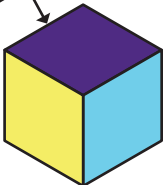
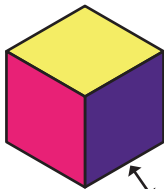
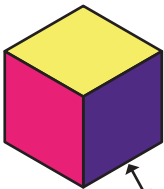
HOW TO PLAY

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

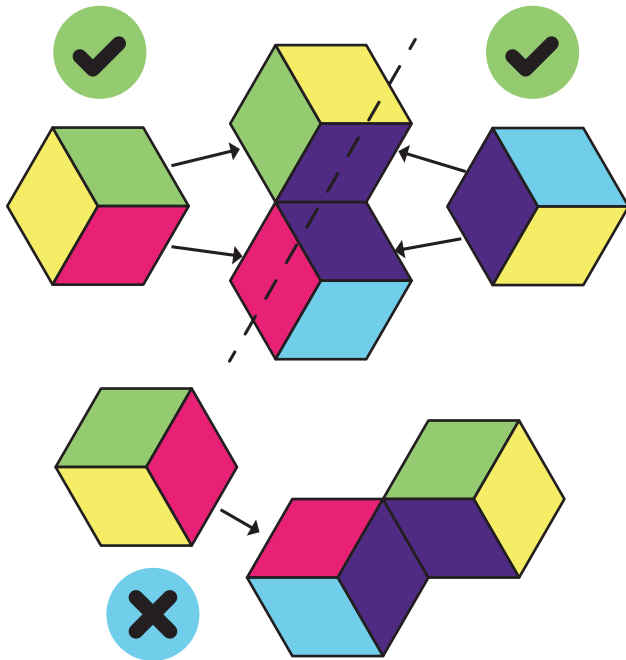


Blocking pieces have 2 Black diamonds and one colored diamond.

2. Once the first piece is played, the next player must connect a piece that matches heights and one of the colors on the table.



3. Once the second piece has been played, all pieces going forward must touch at least 2 other game pieces on the table.



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

Once the third piece has been played, a Blocking piece may be played by subsequent players.

The colored diamond part of the Blocking piece must touch at least 2 game pieces to be played as well.

4. 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).

The player may make a play after drawing from the bag or pass. If the player still cannot make a play after drawing, their turn ends.

If there are no pieces left to draw from inside the bag, their turn ends.

You may only draw once per turn.

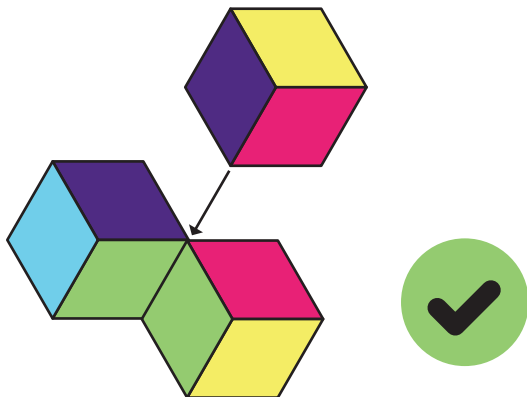
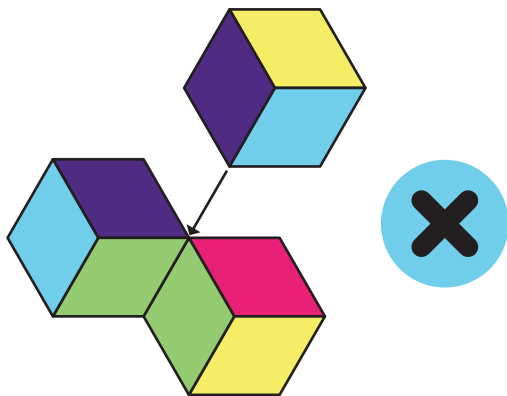
NOTE: If all players cannot make a play after each drawing, the round ends and players count their points.

If the play area is unplayable (because Blocking pieces have closed all playable areas), the round immediately ends and players count their points.

RULES

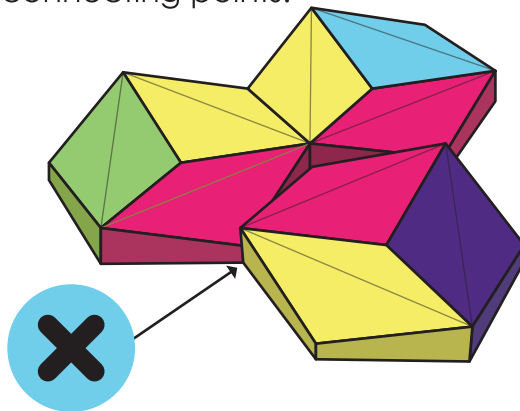
1. MATCH COLORS

Colors must always match at least two (2) connecting pieces (except for Wild White pieces).



2. ALIGN HEIGHTS

Heights must always align at all connecting points.



These points do not align and therefore the piece cannot be played.

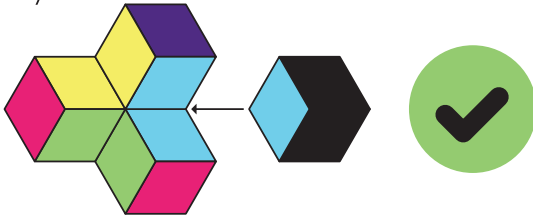


All points are aligned and therefore the piece can be played.

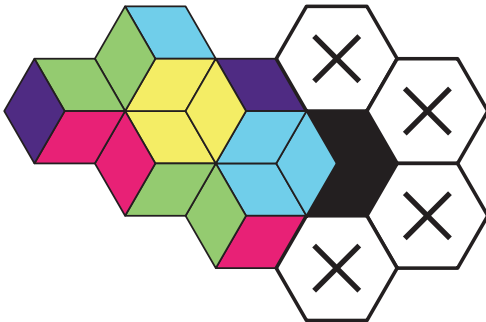
3. BLOCK AREAS

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

NOTE: If the black side of the Blocking piece will connect to another game piece (including another Blocking piece), it cannot be played.



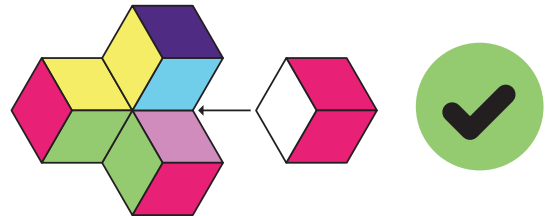
Once a Blocking piece is played, all areas next to the black sides are not playable by any piece, including other Blocking pieces.



CAUTION: You can end a round early by blocking off all playable areas. Play wisely.

4. EXPAND AREAS

Use a Wild White piece to expand play. Wild White diamonds can connect to any color except a Blocker piece.



5. 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 zero (0) 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



10 POINTS

WILD PIECE:

2 color diamonds, one white diamond



5 POINTS

BLOCKING PIECE:

2 black diamonds, one color diamond



3 POINTS

TRIPLE PIECE:

All 3 diamonds are the same color



2 POINTS

DOUBLE PIECE:

2 diamonds are the same color, 1 is a different color



1 POINT

SINGLE PIECE:

All 3 diamonds are different colors

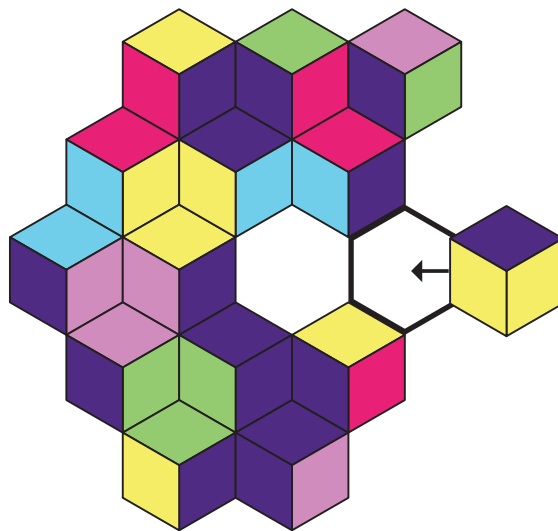
VARIANT PLAY

Add the following plays to the rules:

1. BRIDGING THE GAP

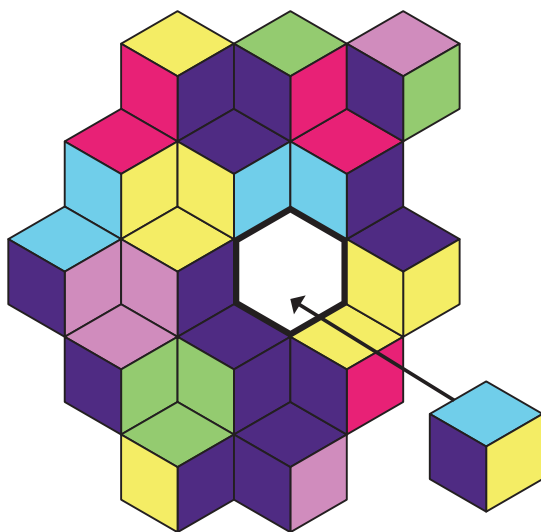
If you lay a game piece that bridges a gap between two pieces, you may play a second piece.

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 surrounded 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. You must state how many you will draw before drawing, and you must take that amount out of the bag in one hand.

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.

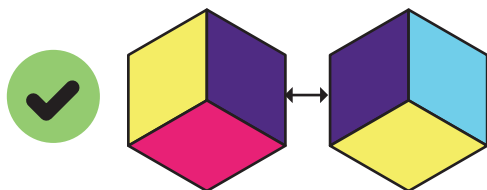
If you have more than 3 Blocking Pieces in your pile, discard the extra Blocking Pieces and draw new pieces from the bag.

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

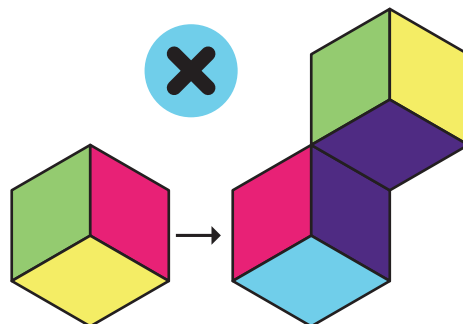
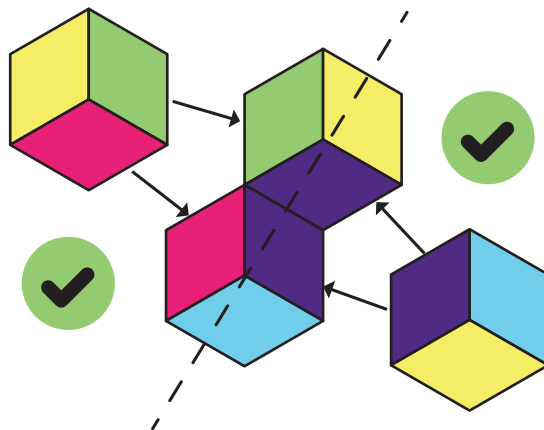
If a Blocking piece is drawn, discard it and draw another game piece.

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

3. The second piece must match heights and color connecting to one of the colors on the table.



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



GAME COLORS

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 and the Black sides can never touch any other pieces.

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).

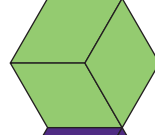
If you still cannot make a play after drawing, draw a second time. If you still cannot play a piece after drawing a second time, or if there are no remaining pieces left to draw from, the game ends and you lose.

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

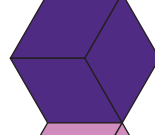
See Rules and FAQ at
www.cubedthegame.com



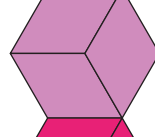
BLACK BLOCKER



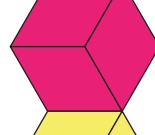
GREEN



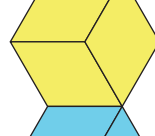
PURPLE



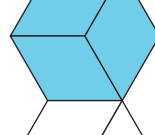
LIGHT PINK



NEON PINK



YELLOW



BLUE



WILD WHITE