

Cubeo

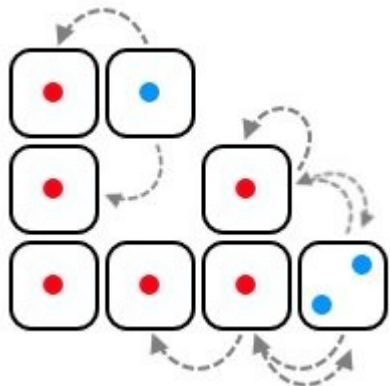
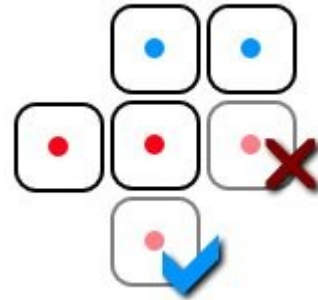
A fast-paced dice game for 2 players. Every player tries to surround the enemy's dice or to be the first to achieve the state, that he will have to set a die with an impossible die value.

Beginning

Every player has his own, distinguishable set of six 6-sided dice. Both players put one die with one dot upwards on the playing surface in a way that both dice touch each other by a side. During each turn a player can either put his die on the table, move and merge them, keeping in mind following rules:

New die

- Every new die put into game has one dot on top
- New die must adjoin with at least one die of the player on turn
- Newly added die cannot touch any enemy's dice



Dice moving

- Transporting a die around the perimeter of existing formation is considered as a valid move
- Move has to be proceeded without

need to lift the dice from surface

- All the dice in game (on surface) except just moved die have to create one single formation – the formation cannot be splitted into multiple smaller formations
- A dice has to be moved as many times as is its current value. However, direction of movement can be aligned freely

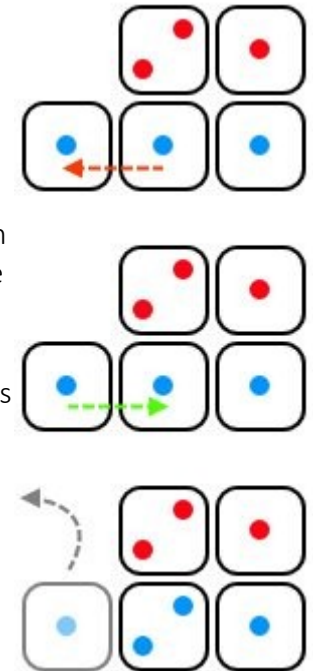
Single formation rule

In any moment no die (except moving die) can be left on the surface touching with other dice by less than its full side or not touching other dice at all.

Dice merging

A player can merge two dice into one when:

- he has at least three dice in game
- a „single formation“ rule is not violated by removing the die
- a die can be removed from the formation without need to move with any other die
- merged dice are adjacent to each other



While merging, a player takes one die and bumps the die he wishes to promote. Then he takes the die in hand out of playing surface and promotes value of bumped die by value of removed die.

If necessary, a single formation rule can be omitted during dice promotion.

Victory

A victory can be achieved by completing any of two conditions:

- enemy on turn cannot move, merge nor add any dice
- player on turn can provide a merge of dice whose sum is larger than 6

Variations

- as a turn move, a player can remove any of his dice from existing formation by following dice merging rules (without the last one)
- if a sum of merged dices is more than 6, the dice have to be the same value

Players: 2 – 2

Playtime: 5 – 15 min.

Age: 7+