

AGES 8+

15 MINS

2 PLAYERS

RULES OF PLAY

CONTENTS

50 cubes, divided equally into two colors. Each color should have:

2 Kings	2 Helms	2 Freezes
12 Grunts	2 Skulks	2 Healers
4 Strikers		

2 cube guides
1 playing board

OBJECT

Be the first player to defeat your opponent's King by knocking it off the board.

SET UP

1. **Create the playing board.** Unfold the two halves on a flat surface and align the sides with the straight edges so that they touch and form one continuous terrain. Note that the seam divides the board into two equal territories. Each player should sit behind one of the short ends, closest to a castle.

2. **Choose your cubes.** One player plays the red cubes, the other plays blue. Group your cubes by icon and note that each type of cube has different strengths and special moves or abilities. (See "Cube Guide" for details.) Normally, you can select a custom mix of cubes to play with but if this is your first time playing, start with this basic mix:

1x King  4x Strikers  12x Grunts 

Return any unused cubes to the box.

3. **Place Your Cubes.** Your King must be placed in your castle. This can mean completely inside your castle, or partly inside, or even just touching the outside edge. You can even place your King on top of other cubes, so it is overhanging your castle. Place the rest of your cubes anywhere in your own territory, and in any formation that you want. You can spread them apart, group them together, line them up, or build structures like walls or towers. The only limit is that your cubes may not touch the dividing line between the two territories.

HOW TO PLAY

Whoever has a squarer head goes first. On your turn, flick one of your cubes using a combination of finger and thumb. You can flick any of your cubes (ability permitting), wherever it is on the board. However, you can only flick one cube per turn.

DEFEATED CUBES

Any cube that leaves the board is defeated. This means it is out of play for the rest of the game. (If a cube is partially off the board, it is not defeated.)

CAPTURED CUBES



Most cubes have one or more "captured" sides. When your cubes are in your own territory, it doesn't matter which side faces up. However, if any of your cubes end up on the shadow side in your opponent's territory, it is captured. When this happens, immediately remove the cube from the board and roll it like a die. (Roll off the board so as not to interfere with cubes still in play).This is called a release roll. If the cube
is rolled face-side up, it has escaped capture. Place it immediately back in your castle. If it rolls shadow-side up, it is defeated. Place it out of play for the rest of the game.

Play continues with whoever was next to have a turn.

NOTE: Your cube is only in your opponent's territory if it is completely over the dividing line. If your cube touches the line, it is still in your territory.

MISS-FLICKS

If you commit a foul, such as moving other cubes when you flick, touching your opponent's cubes, pushing instead of flicking, or "following through" with your arm when you flick, your opponent gets an extra flick on their next turn.

WINNING THE GAME

The first player to defeat their opponent's King wins the game.
(If you accidentally defeat your own King, your opponent wins.)

For a longer game, play a series of bouts. The loser of each bout goes first for the next bout. The first player to win three bouts wins the game.

ADVANCED PLAY

Once you get good at the basic game, customize your team with a different mix of cubes. Using the Cube Guide as a reference, select a combination of cubes that add up to no more than 40 points. (Your king is free.) Once you've selected your cubes, check your opponent's team to make sure that it adds up to the correct total.

Also, you may set up your cubes in secret by placing a screen along the dividing line between the two territories. (Use the box, for example.)

CUBE GUIDE

The following are details about each individual type of cube. Experiment with the different abilities and discover your favorite tactics as you develop your own style of play.



KING *COST: 0 | CAPTURED SIDES: 0*

Your King must start the game in your castle. It can never be captured. You may flick your King but be careful! If it leaves the board, you lose the game.

SPECIAL ABILITY: THE KING MOVE

Instead of flicking, pick up your King from wherever it is on the board and place it back anywhere in your castle. This counts as your turn.



STRIKER *COST: 4 | CAPTURED SIDES: 1*

Strikers are best used offensively. With only one captured side, Strikers have only a small chance of being captured in enemy territory. Even if they are captured, there is a high chance they will pass their release roll.

STRATEGY TIPS:

• Try to keep your Strikers in strong positions for attack without making it too easy for your opponent to defeat them (by knocking them off the board).

• It is good to have Strikers left on the board near the end of the game. Your opponent will have fewer cubes to defend with, and there is more space in their territory!



HELM *COST: 4 | CAPTURED SIDES: 3*

Helms are extra potent attackers. Their special ability is that you may flick them twice, as long as your first flick lands in your territory.



SKULK *COST: 3 | CAPTURED SIDES: 3*

Skulks add an element of stealth to the game. Skulks left in your opponent's territory at the end of your turn can go into hiding. This means that you may remove them from the board and place them aside for later use. On a future turn, instead of flicking, you may place ONE skulk back anywhere in your opponent's territory, except touching their castle or another cube. This counts as your turn.

NOTE: Your Skulk does not have to go into hiding if you would prefer to leave it on the board.



GRUNT *COST: 2 | CAPTURED SIDES: 4*

Grunts are plentiful but expendable as they have 4 captured sides, which means that they are likely to be captured in your opponent's territory. They're best used defensively, or as low cost attackers. Experiment with different Grunt formations to protect your King!



HEALER *COST: 2 | CAPTURED SIDES: 0*

Healers are placed in your territory but never flicked. However, their special power is that they can revive defeated cubes. On your turn, instead of flicking, remove your Healer from the board and place it out of play. Next, select up to 6 points worth of defeated cubes (reference each cube's cost) and roll them like dice. Cubes rolled face-side up are revived and placed back in you your Castle. Otherwise they are still defeated.

NOTE: You can use more than one Healer during your turn, one after another or all together..



FREEZE *COST: 2 | CAPTURED SIDES: 0*

Freezes stop your opponent's cubes from being flicked. Freezes are never flicked. They are kept OFF THE BOARD until used. On your turn, instead of flicking, place one or more Freezes on top of your opponent's cubes (except for the King). When placing multiple Freezes, only one can be placed in your opponent's territory. Any frozen cube may not be flicked (or otherwise used) until your Freeze is knocked off. When your Freeze is knocked off, it is defeated and removed from the board.

NOTE: You can freeze multiple cubes if you can place your Freeze on top of and in contact with them all.

A WORD FROM GAMEWRIGHT

We love finding games that are easy to teach, different every time you play and challenging to master. Brothers Oliver and Gary Sibthorpe created just that type of mix with Cube Quest – a game that perfectly meshes strategy with skill. You can tell that they put many hours into perfecting this balance as evidence by the unique group of cubes included within. Be sure to experiment with different mixes of cubes as well as formations. Send us pictures of your favorite formations, along with stories of thrilling moves and victories!

Game by Oliver Sibthorpe and Gary Sibthorpe
Illustration by Jonathan Kirtz

⚠ WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 yrs.

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