

RULES

 CUBE
ATTACK

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Each player needs:

- 20 wooden cubes 1cm per sides;
- 1 point ticker-token
- 1 player token is needed to point the first player.

Cubes

Each cube is characterised by 6 faces:

4 empty faces



by placing the cube with an empty face on top it means that the Cube has no weapons

1 Triangle figure



by placing the cube with the triangular face on top it means that the Cube is armored with a short-ranged weapon

1 Squared figure



by placing the cube with the squared figure on top it means that the Cube is armored with a long-ranged weapon

Board

Starting Planet



This is the area where Cubes must be placed to enter the game with the empty face up.

There are 6 starting planets, 1 per team.

Nobody can attack a Cube positioned on this planet.

Nobody can move a Cube into this planet after it leaved it.

Planet Cube



This planet gives an extra Cube (with the empty face up) to the team. The new Cube start from the Starting Planet.

Planet Life-up



This planet add an extra life to the Cube that is positioned over it.

To represent the extra life, the player must pile-up the cubes (1 cube per life).

Each cube can add up to 1 life for a max total of 2 lifes.

Planet Weaponry



This planet gives a weapon to the Cube positioned over it.

A Cube with no weapon obtains a short-ranged weapon (player shall put the triangular face up); a Cube with a short-ranged weapon changes it with a long-ranged weapon (player shall put the squared face up).

Half Moon



This area gives extra points to the team of the cubes that arepositioned over it at the end of each rounds.

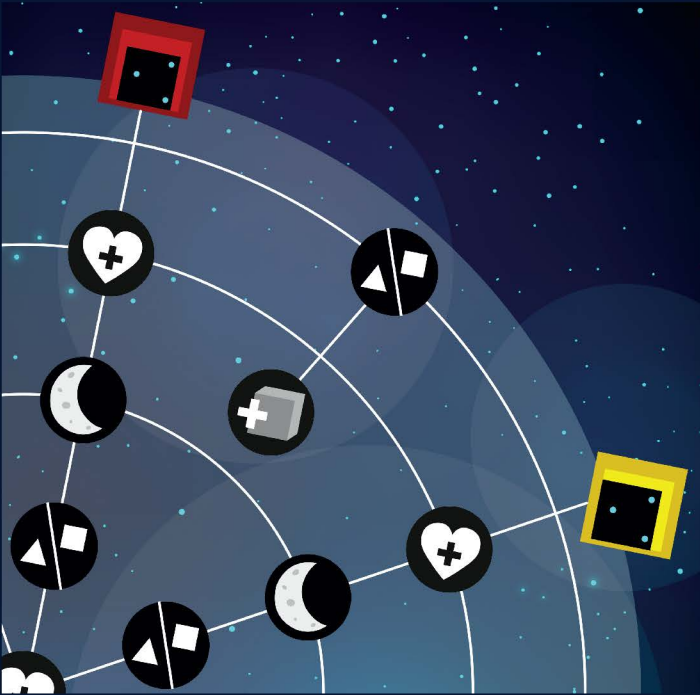
Full Moon



This area gives extra points to the team of the cubes that are positioned over it at the end of each rounds.

The areas described above are linked by "orbits" (represented by white lines, straight and broken). 2 planets are considered as linked when there is an orbit that connect the 2 planets with no other planets in between.

For instance, from the image of below players can easy understand that the Starting planet is linked with the Planet Life-up and with the Planet weaponry but not with the Half Moon or the Planet Cube.



The Starting planet is destined to let the cube enter the game only. The planets Cube, Life-up and, weaponry work for improve the players teams in terms of number, strenght and, power. To activate the benefits of each of these 3 planets, a cube must be positioned over one of those and exploit the action "Activate planet benefits". Half Moon and Full moon give extra points to the players, necessary to win game.

RULES

Number of players: 2-6

Duration: 20-30 min

Age: 14+

PREPARATION

1. Each player must choose a color and have 20 cubes (of the same color) and the point ticker-token;
2. Put the ticker-tokens on the Start cell;
3. Randomly decide the first player that will start the game and give him/her the first-player token;
4. Each player put one of his/her cubes on it's Starting planet defined by the color.

HOW TO PLAY

Once the first player is decided, the game goes clockwise. Each player will be able to perform two actions per round.

Actions:

1. Move a cube on a linked planet;
2. Activate planet's benefits (Cube, Life-Up, weaponry) of the planets in which the cube is laying (IMPORTANT: In order to activate benefits, the planet must not contain enemy cubes);
3. Attack a cube of another team.

The actions described in 2 and 3 cannot be repeated twice by the same cube during the same round.

In order to perform the action n.3 "attack a cube", the cube performing this action must have a weapon:

- if the cube has a short-ranged weapon, it can attack another cube that is located on the same planet of the attacker;

- if the cube has a long-ranged weapon, it can attack another cube that is located on the same planet of the attacker and on a linked planet starting from the one in which the attacker is located.

The target of an attack will lose a life. If the target has only one life, the cube is removed from the game. If the cube has 2 lives, the target must remove one cube only (representing the loss of a life).

At the end of each round, after the last player performs his/her actions, players must count the points from the Moons (to the cubes that are located on the relative areas of the board):

- Half moon: 2 points
- Full moon: 4 points

If the moon space is shared between one or more cubes of different teams (colors), the moons give half points to each team.

Multiple cubes of the same team on the same moon don't give more points to the same team.

GOAL

The first player that scores 64 (or more) points wins the game. If during the same round more than one player scores 64 (or more) points, the player who scored the higher points wins the game. If there is a draw, the game continues until there is a leader on the scoring chart.

