

# CUBOBE

a game of horror

**15+**

2-6 players

50-100 minutes

**NERO  
GAMES**

# COMPONENTS

## Cards

25 grey cards (Rooms)

35 blue cards (Keys, Tools, Talents and Syndromes)

45 green cards (Events, Spawns, Ticks and Triggers)

## Tokens

5 find tokens

10 trap tokens

10 lock tokens

10 spider tokens

6 spawn tokens

## Counters

6 wound counters

6 panic counters

## Other

12 chest cubes

6 pawns

5 dice

1 playing board



## Goal of CU[o]BE

There is only one goal - to get out alive.

With limited number of turns, tools hidden in various places and a series of threats coming your way, this will not be an easy task.

You will need the right combination of wits, cooperation and luck.

# SETUP

## Every player takes:

> **1 pawn and 2 chest cubes** of the same color.

> **One wound and one panic counter** both set to 0.

## Grey cards:

Put the **Atrium to the center, face-up**. Shuffle the rest of the room cards and lay them **face-down around the Atrium to form a 5x5 square**.

## Blue and green cards (quick setup):

**Shuffle all blue cards** to create the blue deck.

**Remove 3 Triggers and the Sister from green cards and shuffle** the rest to create the green deck.

Now you are ready to start a demo game →

## Blue cards (advanced setup):

**Remove Keys, Talents and Syndromes**. Separate the rest of the deck to **5 even parts**. Add one random Key, Talent and Syndrome card to each of them.

**Shuffle each part separately and combine** them to create the blue deck.

## Specialist variant:

Before creating the blue deck, and **give one random Talent card to each player**. Shuffle the rest into blue deck. This variant is considerably easier than default game setup.

## Green cards (advanced setup):

**Remove Spawns and Triggers. Choose which Spawns and how many Triggers you want** in the game (more Spawns and Triggers = higher difficulty).

Leave the Sister out of the deck. Separate the rest to **even parts depending on the number of Spawns** you have chosen. **Add one random Spawn to each and distribute chosen number of Triggers evenly** between them. **Shuffle each part separately and combine** them to create the green deck.

# GAMEPLAY

Put everyone's pawns in Atrium. The youngest player begins the game with their first turn.

## Turn

Players take turns in clockwise order. Each player turn consists of these parts:

> **Spawn actions** (if *spawns* are in game).

> **Draw 1 green card and get dice.**

> **Player actions (in any order):**

Use tool (free)

Use chest (free)

Use talent (1 die)

Move / Unlock / Room effect (1 die)

Fight (roll X dice)

## Dice

Before getting the dice, **draw 1 green card**. This card may make you gain or lose dice and/or affect your status which dictates the number of dice you get.

At the beginning of each turn, **you are given a number of dice according to your wound and panic status:**

**3 dice**

**+ 1 if you have no wound**

**+ 1 if you have no panic**

The dice represent the time you are given for your turn. **You will spend them to move, dismantle locks, fight monsters or to use other available actions.** The actions can be combined in any order.

*Rolling* a die is used to determine outcome of some actions. *Spending* a die is used to activate actions without the need to roll it. All used dice are set aside until the next player's turn starts.

## Cards

Cards drawn from either deck can help, or harm the players. **Whenever a card is drawn from a deck, do following according to its type/color:**

### Event

**Do what the card says**, occasionally refer to *Spawns*.

Events are mostly disturbing or dangerous occurrences that hurt the players or complicate the game in some other weird way.

### Trigger

**Inflict 1 wound to all players in rooms with traps.** If no player got wounded, put 1 trap in the room with active player (this new trap does not wound the players just yet).

### Tick

**Shift the room with active player in indicated direction.** Turn the card the same way Atrium card is oriented to see the correct direction.

After resolving any card from the green deck, put it on the Passed events pile.

### Tool

**Put the card in front of the active player.** When using it, refer to *Tools and Talents*.

Tools are useful pieces of equipment, helping players in overcoming obstacles and searching for ways to escape.

### Talent or Syndrome

**Put the card in front of the active player, respecting that every player can only have one of each** - if that player already has a card of the same type, pass it to the next player. If all players have one, active players discards theirs and takes the new card.

Talents are very powerful skills that can be used repeatedly to solve many difficulties. Syndromes are unexpected traumas that affect a single player throughout the game.

For closer explanations on effects of specific cards, refer to *Effect glossary*.

## Movement

**By spending one of your dice, you may enter one of the four orthogonally adjacent rooms.** You may move multiple times per turn, depending on how many dice you have.

You may spend one extra die to move another player with you, if they stand in the same room as you.

## Discovering a room

**When entering a room that is not discovered yet, flip it face-up first, then move pawn into it.** When you discover a new room, you have to move into it.



When discovering a new room, check for extra discovery - indicated by a number 1 on a blue or green icon. **If such icon is present, draw a card from indicated deck (blue or green). This card is drawn only once, right after the room is first discovered.**

If a discovered green card moves the player away, the room does not activate its enter effect.

If a blue card is to be discovered, but you have full inventory (3 tools + 1 talent) instead of drawing the card you may put a blue find token in the room and pick it up later - refer to *Search*.

## Room effects

Any room can have effects, activated at different times depending on the icon and color of text:

**> Enter effect** - activates each time a player moves into the room (it does not react to player jumping or swapping into the room).

**■ or □ Dice effect** - can be activated by spending or rolling 1 die by the player in the room. Dice effects of the room are disabled, if there is a *spawn* in the room.

**Ongoing effect** - applies to players in the room at all times.

## Corridor rooms

Arrows on the sides of a room card indicate that **entering/leaving the room is only possible via these sides**. When discovering such room, rotate the arrow towards the player's previous position. The room cannot be rotated later.



If a corridor arrow **points into the edge of the map**, it can be used to move to the corresponding room at the opposite edge of the map. This move is only possible in one direction, eg. you cannot move back to the corridor room through the edge.


## Locks


You may encounter locked rooms, which are more difficult to move through. Locks are present permanently in some rooms and can also appear from event cards.


**To leave a locked room, you need to unlock it.** Locks can be unlocked in two ways:

**Unlock:** Use a tool or talent with unlock effect - this way you always unlock it safely.

**Brute-force:** Use one of your dice to roll:

Nothing happens. 

Lock is unlocked. 

Lock is unlocked, but adds a *trap*. 

If you unlock a temporary lock (token), remove it.

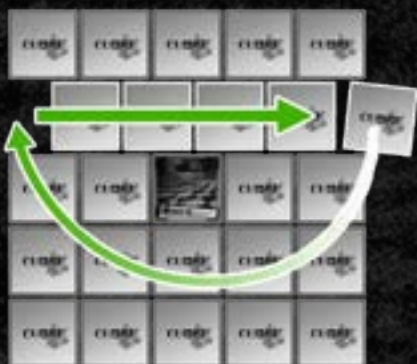
If you unlock a permanent lock (printed on the room card) you can leave the room, but it locks again at the end of your turn.

**After you unlock the room, you need to spend one more die to move out.**

Locks are activated only when trying to leave a room - entering a room with a lock is allowed.

## Shifting rooms

Whenever a room shifts, it pushes its whole row of rooms by one place. The room pushed out of the map moves around to fill the empty space on the other side of the board. Shifting rooms move together with their contents.



When entered, rooms *Pusher* and *Puller* react to the direction of the player, by shifting in the same (*forwards*) and opposite (*backwards*) direction respectively. If a player gets into *Puller* or *Pusher* by any other means (*jumping* or *swapping*) they do not shift.

## Search

Most blue cards are found just by exploring the map, but in rooms with a **search symbol**, you can roll one of your dice to use in a search action.

Then put 1 find token in each revealed room with a search symbol of the number you rolled. If there already is a find token in a room, do not put more find tokens in it.



Active player who stands in a room with a find token can remove the token and draw 1 card from the blue deck.

If you have *Curiosity* and roll a zero in the search action, you can draw a blue card. But if someone else does a search and rolls 0, you don't get a blue card.

## Tools and Talents

During your turn, you can use any of your tools and talents on yourself or another player in the same room.

Tools are single-use and are removed from the game after using.

Talents can be used multiple times, each by spending one of your dice.

At the end of the turn and while moving, you can hold a total of 3 tools and 1 talent together (2 tools, if under effect of *Eclipse*).

Any tool you cannot hold, you can either give to another player in the same room, put it into a chest in the same room or drop it. Put dropped cards on the *dropped tools* pile, they may come back into play (unlike *used tools*).

Talents (once assigned) cannot be given, dropped or put into a chest - only removed from the game.

## Chests

During your turn, you can place your chest in the room and then stash unused tools in it. When placing a chest, place one of your chest cubes in the room, and the other cube on the cards you wish to put in the chest.



There can be only one chest in each room and once placed, it cannot be moved. A chest can contain unlimited number of tools. Tools in the chest cannot be used.

During their turn, a player can take or put any number of tools in their own chest, if they are in the same room. **Players cannot access tools in another player's chest, while its owner is alive.**

## Spawns

When a spawn card is drawn, put it aside and use a counter to track the spawn's power on it, until it's destroyed. When you encounter a spawn, you can fight, flee or stay (and start panicking).

### Ghoul



While it's alive, **all rooms in the same row and column are considered trapped.**

### Clown



At the beginning of each turn, **it swaps rooms with the active player.**

### Tentacles



At the beginning of each turn, **it jumps to the room of the active player.** (after Clown swaps)

### Spiders



Spiders spawn in **next room in every direction\***

**If a player doesn't kill any spider during their turn, another spider spawns** at the beginning of the next turn **in the closest spider-less room to the active player.** The Spiders card stays in play until all spiders are killed.

### Twins



On arrival into the game, **2 sisters spawn in different rooms both adjacent to the active player, and each steals 3 cards from the blue deck.** Put the Sister card along with the Twins card and put the stolen cards face-down under each of them.

**When a twin loses a fight, instead of lowering her power the player takes 1 of the stolen cards from her.** After all her cards are taken, she is destroyed.

### Troll



As long as it is in game, **all other spawns except spiders have their power increased by 1.**

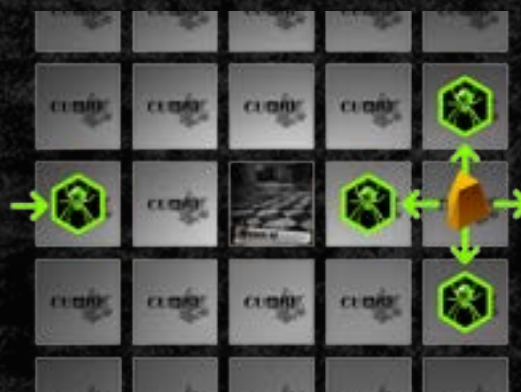
**Any spawn present in a room disables its dice effects** (such as *search*) and also **activating keys in the Exit.**

Also, **when ending your turn in a room with a spawn, your panic raises by one.**

### \* Spider spawning

When spamming annoyances, the cube has its way to circumvent any physical limits.

When spiders spawn *in every direction* and some of the directions **point into the edge of the map, they just wrap around and target corresponding room on the opposite edge.**



### Spider swarm

In the extreme case that all 10 spiders are on the board and another spider should be spawned, **all players get 1 panic instead.**

### Attracting spawns

Shorthand *attract* means the closest spawn is attracted to active players position.

When determining which room is the closest, count the **number of orthogonal steps needed to get to its position.** If more spawns are in the closest room or more rooms tie for the closest position, **they all get attracted.**

**Attracted spawn jumps to the room of active player, ignoring locks and enter effects.**

## Fighting

You can fight spawns in order to get rid of them. To fight a Spawn, you have to stand in the same room with it.

**Choose a number of your dice and roll them. You can combine the dice roll with any weapons you use** (you can also fight with no dice, just weapons).

You can choose whether to use your weapons after rolling the dice, to be sure.

**Add the value on the dice with the value of the weapons used.**

If you are under the effect or *Rush*, subtract one.

**Compare that to the current power of the spawn plus your panic** (except spiders, which always have a power of 1 regardless of player's panic).



DICE ROLL + WEAPONS (PLAYER)

vs.

POWER + PANIC (SPAWN)



**If the player loses, they get 1 wound. If the spawn loses, it loses 1 power.** In case of a tie, apply both.

**If its power reaches 0, it's destroyed** (except the twins, whose lives depend on their stolen cards) and **you may lower your panic by one.**

The first fight usually doesn't destroy the spawn, so be ready to fight again or flee. **If you end your turn in a room with a spawn, raise your panic by one.** You can fight multiple times per turn, depending on how many dice and weapons you spend.

## Traps

A trap indicates a risk of injury in the room. Traps are present permanently in some rooms and can appear from events and botched unlocking. Temporary traps can be removed by a *remove trap* effect.

Traps do nothing, until triggered by a Trigger card drawn from the Event deck. **When traps are triggered, each player in a trapped room gets 1 wound.** Triggered traps stay in place. If no one is hit by the traps, instead put 1 trap in the room with active player (this trap does not wound players yet).

**There can only be one trap in each room**, whether temporary or permanent - don't add more to the same room.

If a trap token should be added to the map **when there are no more trap tokens available, trigger all traps** on the map instead.

### Trap rows

Rooms marked with a red stripe (horizontal or vertical) mean that **all rooms in the same row or column are trapped.**



If *Ghoul* is in play, all rooms in the same row AND column are trapped.



**Trap rows and the effect of Ghoul do not stack with the traps in rooms: each room is either trapped or not.**

However, if a player is under effect of *Doom*, they get 2 wounds each time a trap hits them.

### Brutal variant

When a Trigger doesn't hit anyone, add traps to **ALL** rooms occupied by players.

## Death

**If your wound reaches 5, you are dead** - flip your wound counter to the other side. Move all tools you hold to the *dropped* pile. Remove all your talents and syndromes and your pawn from the game.

The tools in your chest become accessible to other players.

**Death is irreversible and means losing the game.**

## Panic

Panic indicates psychological damage to players. It strengthens spawns you fight and can eventually disable you from most key actions.

**If you end your turn with a spawn in the same room, increase your panic by 1** regardless of number of spawns in the room.

**If you destroy a spawn during your turn decrease your panic by 1.** (if a spawn card is removed - killing a mere spider doesn't count)

## Insanity

**If your panic reaches 5, you're insane** - flip your panic counter to the other side. Put all tools you hold on the *dropped* pile. Remove all your talents and syndromes from the game.

In this state **you can continue playing, but you:**

- **cannot hold any tools, talents or syndromes** (you can immediately use any tool you draw, but that's it)

- **you cannot use dice effects of rooms**

You can still move, fight, brute-force locks and benefit from effects being used on you by other players.

**When fighting, insanity does not add anything to spawn's power.**

Everytime your panic should increase any more, increase your wound instead.

**Insanity is irreversible, once you get into it, even calming won't get you back.**

## Sleep

**When you fall asleep, your current turn ends.** You will wake up at the start of your next turn.

The best time to fall asleep is during another player's turn, that way you don't miss any actions of your own.

Should your panic increase while asleep (eg. due to a spawn in the room), **increase your wound instead.**

## Syndromes

Syndrome cards alter the rules for the player holding them.

### Doom

Every time a trap hits you, get 2 wounds instead of 1.

### Confuse

At the start of your turn, get 1 less die than normal.

### Eclipse

Your limit on holding tools is decreased by 1.

### Rush

Your strength in fight is decreased by 1.

### Paranoia

Every time you end your turn in the same room with another player, get 1 panic.

Syndrome cards cannot be dropped or given to another player - they stay with the player until death or insanity, or until they get another syndrome.

When a **new syndrome is drawn from the deck, and you already have one, pass the new syndrome to the next player.** If everyone already has a syndrome, replace yours with the new one.

**The exact same rule applies for talents.**

**Every player can have only one of each at any time** (except in solo or 2-player game).

# END OF THE GAME

The game can end four different ways:

## Exit

There are 5 keys among the blue tool cards. **To end the game successfully, you need to bring all 5 keys to the Exit room and activate them inside.**

A player can activate any Key in the Exit room, if there are no spawns in the Exit room. Activating a key is a free action, same as using a tool.

Put activated keys on the indicated pile, they are safe and no longer take space in your inventory.

**Once all keys have been activated, the players in the Exit room can leave the game.** Players can leave the game at different times (for example if they are not all present in Exit room) but they need to do it before any of the lose conditions below apply.

**Everyone who successfully left through Exit wins the game.**

## Death

**The game also ends, if all players die. In this case all players lose the game.**

If you want to play a short game, you can decide to end when the first player dies. In that case, all players lose.

## Time

**If the green deck runs out, the game ends at the end of the current turn. Then all remaining players lose.**

## Surrender

If the game drags on for too long with no success in sight, players may agree to end it before reaching any of the above endings. **In this case all players lose the game.**

# VARIANTS

When playing in less than 3 players, adjust the limits to number of cards each player can hold at once:

## Solo version

5 tools, 3 talents and 3 syndromes.

## 2-Player version

4 tools, 2 talents and 2 syndromes.

## Difficulty

Once you get to know the game, feel free to experiment with the Specialist (easier) or Brutal (harder) variants.

You can also play with the setup of the decks to tune the difficulty:

### Harder:

Leave out Tick cards (shorter time, more threats).

Leave out some event cards (shorter time).

Leave out some talents (bigger challenge).

### Easier:

Leave out some Trigger cards (less threats).

Leave out some tool cards (easier search for keys).

Leave out some spawns (not recommended).

## PVP (experimental)

During your turn, you can fight other players in the same room. Active player rolls chosen number of their dice. Defending player rolls 3 dice. Both can use weapons, panic does not count but *Rush* does.

Losing player gets 1 wound, in case of a tie both get 1 wound.

If a player is killed, their killer can take their tool cards and gets 1 panic. They still have to obey inventory limit.

Killed players lose the game, or you can choose to let them respawn in *Atrium*.

# EFFECT GLOSSARY

## **attract:**

The closest spawn *jumps* to this room (ignores locks). If there are more spawns tied for the closest position, they all jump (refer to *Attracting spawns*).

## **calm / full calm:**

Lower panic of given player / to zero.

## **closest:**

The room least steps from the active player.

## **drop:**

Put 1 of your cards of indicated type to Dropped pile.

## **gain / lose :**

Gain or lose given number of your dice. Only affects the number of dice in this turn.

## **find:**

Put a blue find token to search rooms with given number (if not containing a find already).

## **heal / full heal:**

Lower wound of given player / to zero.

## **jump:**

Move directly to given room (ignores locks and enter effects).

## **lock:**

Put a lock token to given room.

## **move player:**

Move any player by 1 room (respects locks and enter effects).

## **next room:**

Any room orthogonally adjacent to active player - they can decide which. If multiple rooms are given, they must choose multiple different rooms.

## **no traps:**

Players in this room don't get hit by traps and no trap token can be added here.

## **remove trap:**

Remove a trap from any room.

## **panic:**

Raise panic of given player.

## **retrieve tool:**

Take any tool from the Dropped pile.

## **retrieve spawn:**

Draw a random Spawn from the discard pile and respawn it.

## **shift room:**

Shift room in given direction. If no direction is given, shift room in any direction (refer to *Shifting rooms*).

## **sleep:**

End your turn (refer to *Sleep*).

## **swap:**

Swap pawns with another player (ignores locks and enter effects).

## **unlock:**

Remove a lock from any room.

## **this room:**

The room with active player.

## **trap:**

Put a trap token to given room.

## **weapon:**

Bonus in a fight with a spawn.

## **wound:**

Raise the wound of given player.

All effects written with an exclamation mark are compulsory and have to be carried out in full!

Effects of Syndrome cards are explained in their own section - refer to *Syndromes*.

# FAQ

## Do I roll the dice at the start of my turn?

No. (You can - for good luck - but it does nothing.)

## What happens when I discover a room with both green card 🟢 and enter effect?

First draw and resolve the green card, then resolve the enter effect.

## What happens when I tie in a fight with a spawn?

You are both damaged - you get 1 wound and the spawn's power goes down by 1.

## We have ALL THE SPAWNS on the map. In what order do they do their actions?

First, the clown swaps rooms with active player. Then the tentacles jump to the active player, then (if no spider was killed last turn) a new spider spawns.

## What if a spider should spawn in my turn, but there already is one where I stand?

It spawns in the closest spider-less room.

## What if I draw a Trigger, but the Clown should swap me to a different room?

First spawns do their moves, then you draw an event card and get hit by the Trigger where you stand.

## Which room is the closest?

When determining which room is the closest, use the number of orthogonal steps needed to get there (ignoring locks and room effects). If more rooms tie for closest, you can choose.

## What if all 10 spider tokens are on the map and another should spawn?

Glad you asked. Everyone gets 1 panic.

## What happens if I roll a zero when doing a search?

Nothing. You just wasted one of your dice.

## Can I take tools from another player's chest?

Only if the player is dead.

**We did the quick setup of the decks and it was impossibly hard / super easy!**

Try again with the advanced setup.

## Why is this game so random?

Yes.

# Credits

Cu[o]be was designed by



**Nero | Ondrej Sova**



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# CUBE

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