

CUBECLIMBERS

PLAYERS



TIME



AGES

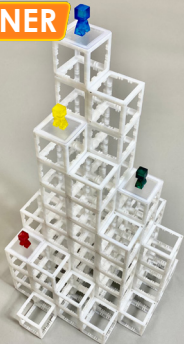


GOAL

CLIMB TO THE HIGHEST LEVEL



WINNER



COMPONENTS



68 MagnetCubes
(cubes)



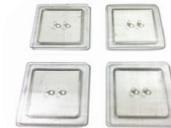
1 Die



8 Climbers



16 Power Cards



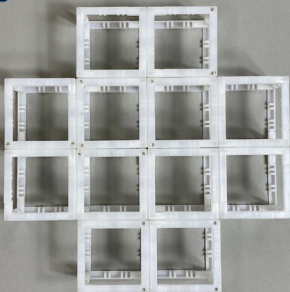
4 Stands



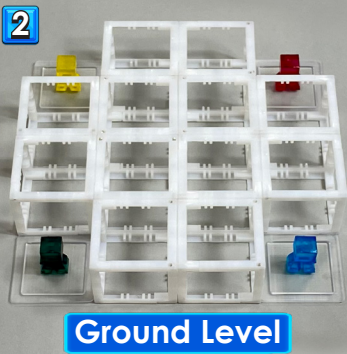
SETUP

1. Build the starting base of the mountain with 12 cubes into the cross-like shape below.
2. Choose a first player and turn order. Players take turns placing their players on any space next to a cube at the Ground Level of the mountain.
3. Deal an even *number* of remaining cubes evenly: (2P: 28 ea.), (3P: 18 ea.), (4P: 14 ea.)
4. Randomly deal 2 power cards face down to each player.

1 STARTING BASE

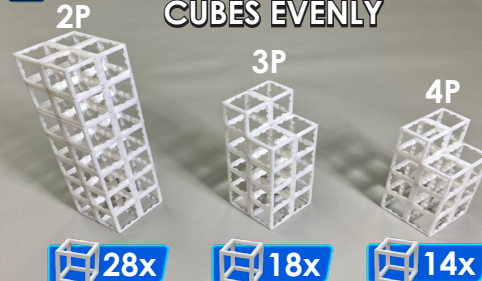


2



Ground Level

3 DEAL REMAINING CUBES EVENLY



2P
28x

3P
18x

4P
14x

4





DO THESE 3 THINGS ONCE IN ANY ORDER



BUILD

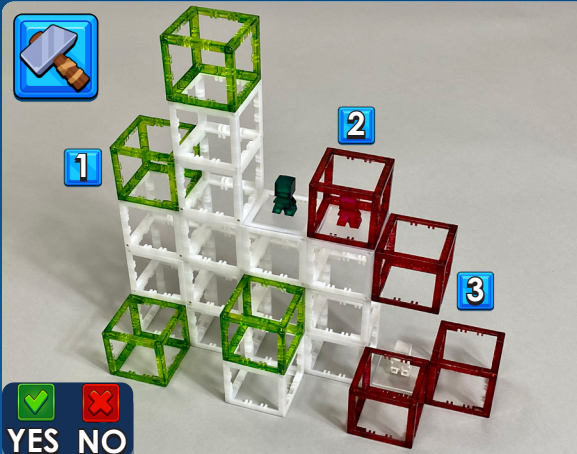


MOVE



ROLL

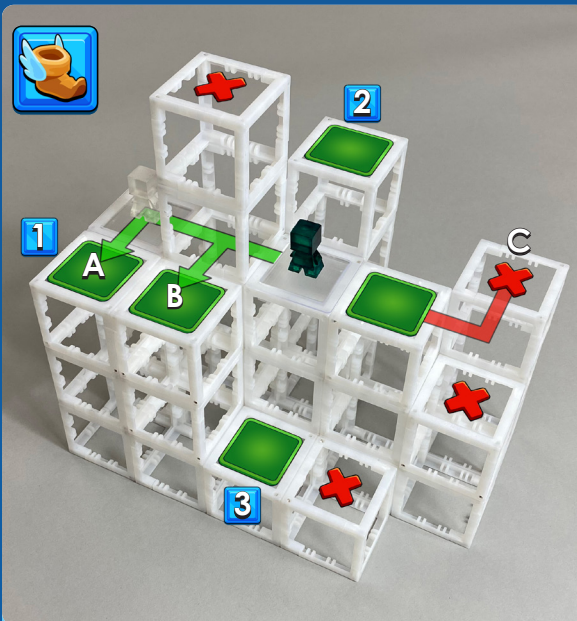
Players must do each of the BUILD, MOVE, and ROLL actions once, in any order, to end their turn.



BUILD

BUILD 2 CUBES CONSECUTIVELY.

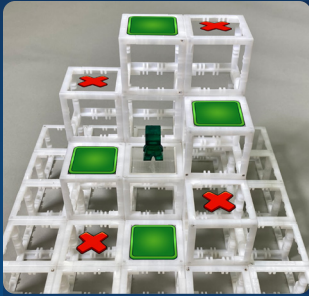
- 1** Players may build anywhere on the mountain by stacking cubes or by connecting cubes on ground level.
- 2** Players can't build cubes on or under players.
- 3** Players can't build overhangs or disconnected cubes.
 - Players must finish building 2 cubes before their next action.



MOVE

MOVE TO AN UNOCCUPIED SPACE BY DOING ONE OF THE FOLLOWING:

- 1** Move to any space on the same level that's on a continuous path to your player. Paths are continuous through cubes and players on the same level, but not diagonally and not across spaces on lower levels. (e.g. players can move to A & B, but not C because paths can't go diagonally across lower levels.)
- 2** Move up an adjacent space no more than 1 level.
- 3** Move down an adjacent space any amount of levels.
 - Players can move to any other space at ground level when at ground level.
 - Players can't be placed on spaces occupied by other players.
 - If a player can't Move after performing all other actions, they choose any space at the ground level to be placed instead.

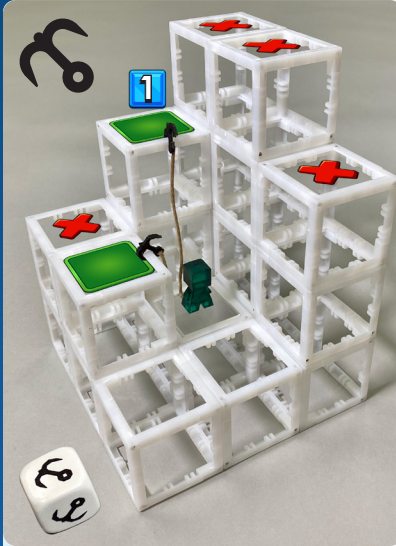


KEY TERMS

🔑 ADJACENT:

- Spaces are adjacent in 🗝️ cardinal directions and across all levels.
- Spaces are NOT adjacent diagonally

🔑 CARDINAL DIRECTIONS: W E



ROLL

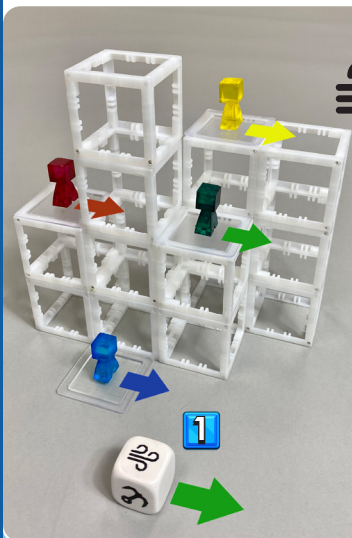
ROLL THE DIE AND DO THE INDICATED ACTION.

- No action is performed when rolling a blank
- Probabilities: (Grapple: 1/2), (Blank: 1/3), (Wind: 1/6)

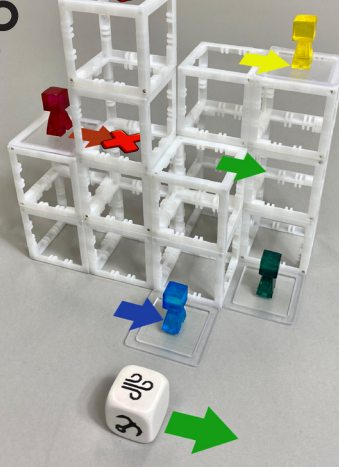


GRAPPLE:

- 1 Players who roll grapple place their player on an unoccupied 🗝️ adjacent space that is 1 or 2 levels higher than their level.
- Players can't be placed on spaces diagonally or more than 2 levels higher.
- If there's nowhere to grapple, players stay put.



2



WIND:

- 1 Players who roll wind choose a 🗝️ cardinal direction. All players are placed on an adjacent space in that direction at the same time.
- 2 Players can't be placed on higher levels or on occupied spaces.
- Players can't separate from the mountain.
- If there's nowhere to be placed, players stay put.



POWERS

- Each player is randomly dealt 2 power cards face down before the start of each game.
- Players may reveal and use a power as an additional action in any order on their turn.
- Players may use any number of powers in one turn.
- Each power may only be used once a game.



Accelerate: Take an extra turn after this one. (You must still perform all actions needed to end your current turn.)



Armageddon: Remove 1 cube under any number of players. (You can choose multiple players, including yourself. Cubes are removed from the game.)



Barrier: Negate wind or a power that would affect you. This power may be used any time during the game. (Effects of wind and powers can only be negated once.)



Echo: Use one of your other powers once more. (Can be used on a separate turn from the chosen power.)



Freeze: Each other player cannot perform their move action during their next turn. (Players may not perform the move action through powers.)



Gamble: Perform the roll action. You may use this power twice per game but only once per turn.



Ignite: Remove 1 or 2 cubes under any player. (You can choose yourself. Cubes are removed from the game.)



Kick: Choose a player on an adjacent space at your level. Place them on a space adjacent to them. (Players may be placed on spaces adjacent to them at any level.)



Levitate: You may perform the build action directly under yourself this turn.



Limitless: Perform the move action any number of times this turn. Each move must be legal. (Move actions can be performed before and after other actions.)



Mastery: Perform the grapple action.



Revive: Place your player on any unoccupied space on the 3rd level or below.



Roar: Players on spaces adjacent to you can't perform their move and grapple actions during their next turn. (Players may not perform the move or grapple action through powers.)



Steal: Remove 1 cube under any other player and place it under yourself.



Telekinesis: Remove 2 cubes from the board and place them on unoccupied spaces. You can't remove cubes that are under other players and cubes, or ones that would separate other cubes and players from the board.



Time Stop: End your turn without performing another action. (You may still perform other actions before using this skill.)



GAME OVER: NO MORE CUBES

GAME OVER:

- The game ends when the player who builds the last cube ends their turn.

WINNING:

- The player at the highest level at the end of the game wins.

TIEBREAKER:

- If players are tied for the highest level, the tied players each take a turn performing the *ROLL* action. The player whose turn would be next rolls first. After the tied players have rolled, the player at the highest level wins. If players are still tied, replay the tiebreaker.



VARIANTS

SCORE

- Players agree on a number of games to play throughout a set. (e.g. set of 3 games)
- Players receive points according to the level they're on at the end of each game.
- The player with the highest total score at the end of the set wins.
- If more than one player has the same highest score, then the player or team with a member at the highest level wins. If still tied, players play the Tiebreaker.

TEAMS

- Players split into teams of two.
- The team with a player at the highest level at the end of the game wins. If both teams have a player at the highest level, the team with the other member on the second highest level wins. If still tied, play the tiebreaker between the players on the highest level.
- When playing with score, a team's score is the sum of both team members' scores. The team with the highest score at the end of the set wins.

EXTRA POWERS

- Deal as many power cards as you want to each player. Go crazy!

HOME BREW

- With more MagnetCubes, you may deal as many MagnetCubes to each player and experiment with more players along with different starting base configurations
- Make your own additional rules by adding custom actions to blank sides of the die

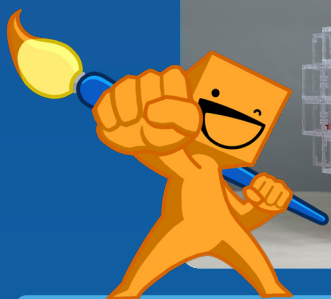
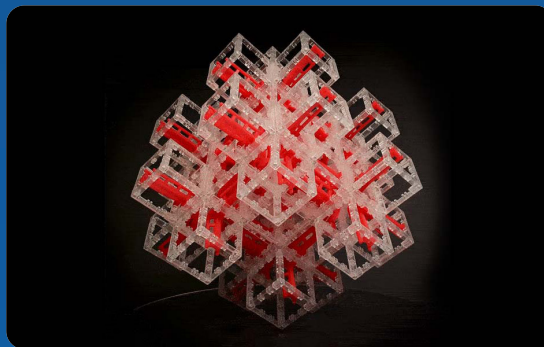
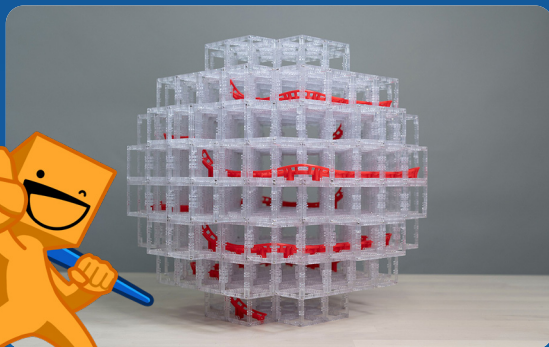
THANKS FOR PLAYING!



follow @designnest

Please support by rating and reviewing CubeClimbers on boardgamegeek.com and other sites. Your feedback is sincerely appreciated!

Check out other MagnetCubes sets at  DesignNest.com



Game Design, Art, Graphic Design,
Illustration, 3D, Development, Editing,
and Marketing: Benjamin Hwang

MagnetCubes: J. S. Wolfe

Playtesters: Yixia Jiang, Naomi Langerak,
Michael Hwang, Vincent Chiu, Jeffrey Chiu,
Tony Hu, Patrick Chour, Jonathan Ho, Jeffrey Ho,
Arthur Fan, Robert Tseng, Miriam Wu, J. S. Wolfe

Special thanks to all playtesters, supporters, and the DesignNest team— This game is dedicated to you.

© 2021 DesignNest Inc. All Rights Reserved Worldwide. info@designnest.com
DesignNest Inc. 1901 E. Carnegie Ave. Suite 1-B , Santa Ana, CA 92705, USA