

Cubeo by Marek Kolcun
 (a Two 6D6 system game)
 2 players / ages 7+ / 15-30 minutes

A quick, portable, deep, perfect information dice game with no luck, because you don't roll the dice!

Components: Two distinguishable sets of six 6-sided dice and any flat surface.

To win, you must either **block your opponent from being able to make a valid move**, or be the first player to **merge dice to a value greater than six**.

To begin, both players place one die (single pip up [value 1]) in the center of the playing surface (both dice touching). The other 5 dice are the player's "pool".

Choose a starting player.

The three ubiquitous rules:

The Single Formation Rule: All dice in the formation must form a single group and be touching on at least one side.

The Pinning Rule: Imagine removing a given die; if the remaining dice would break the Single Formation Rule, then that die is pinned and cannot move.

The Slide Rule: To add (or remove) a die, It must be possible to slide it into (or out of) the formation without lifting it from the surface or moving any of the other dice.

During your turn you **must** perform **one** of the following actions:

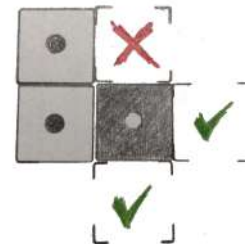
1. **Add a die** from your pool, to the formation (always single pip up). The newly added die must touch at least one of your other dice, but cannot touch sides with any of the opponent's dice (diagonal corners are allowed).
2. **Move a die** along the formation, one space [die side] for each pip [die value]. The die must move its full value, but may change directions while moving. This move must change the formation.
3. **Merge two dice** – If you have at least 3 dice in the formation. You may add the values of two of your dice together. As long as they are adjacent and one of them can be removed from the formation (see the ubiquitous rules). The removed die returns to your pool.

To begin:



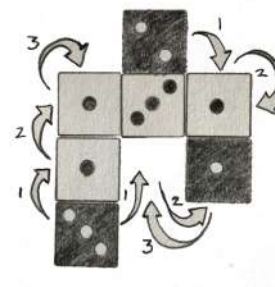
This is the starting formation.

Adding a die:



White moved first, adding a die. Now it's Black's turn. The die Black adds must touch the black die that is already in the formation, but may not touch a white die.

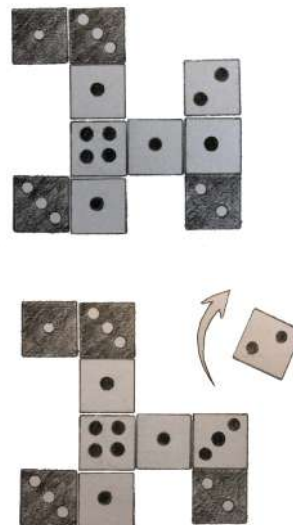
Moving a die



It's Black's turn. These are some of the available movement options.

Note: The black two can **not** move back to its starting position. Each move must change the formation.

Merging two dice:



White has all six dice in the formation, and so must either move or merge. The four and all the ones would break the formation if they were removed, and therefore they are pinned and may not move or merge. White chooses to merge the free two with the adjacent one.

The one becomes a three, and the two returns to White's pool.