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› Queen Games Cubo Board Game (2-4 Player) Instruction Manual

Queen Games Q10122

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Model: Q10122 | Brand: Queen Games

1. INTRODUCTION

The Cubo Board Game is an exciting dice game designed by Julien Gupta and Johannes Berger. Players must roll their dice quickly and think strategically to arrange them in the best order to score combinations. The game emphasizes fast decision-making, as rounds can end unexpectedly. This manual provides comprehensive instructions for setting up, playing, and maintaining your Cubo game.

2. COMPONENTS

The Cubo Board Game includes the following components:

- Dice (various colors)
- Game Board
- Player Screens
- Score Markers
- Equipment Cards
- Building Cards
- Building Tiles
- Marauder Track Markers
- Green and Red Tokens
- Drawstring Bag



Image 1: Overview of Cubo Board Game components, including dice, cards, and game board.

3. SETUP

1. Place the main game board in the center of the playing area.
2. Each player selects a color and takes the corresponding player screen and score markers.
3. Shuffle the Equipment Cards and place them face-down in their designated area on the board.
4. Shuffle the Building Cards and place them face-down in their designated area.
5. Draw the specified number of meeples from the bag and place them above each card as indicated.
6. Randomly draw Building Tiles and place one on each Building Card.
7. Determine the starting player (usually the player with the highest score from the previous game, or randomly for the first game).

4. GAMEPLAY

Cubo is played over 6 rounds, with an intermediate scoring after Round 3 and final scoring after Round 6. Each round consists of 4 phases:

4.1. Bidding Phase

- The start player places their marker and any number of meeples behind their screen to increase the value of their bid on any of the three auction areas (Equipment, Building, or Meeple Type).
- Other players place their markers in clockwise order from the first player to place their bid.

4.2. Resolution Phase

- Each auction area is resolved one at a time.
- The player with the highest bid in an Equipment Track auction takes an Equipment Card of their choice and the meeples on it, placing it behind their screen. Red meeples on the card represent marauders, and the player must move their marauder track marker up accordingly.
- Green tokens provide positive bonuses, while red tokens are negative.
- The loser of an auction moves their marker up on the marauder track.
- Building Cards are chosen by players based on their bid in the Building Track auction.
- Meeple types (Yellow: Engineers, Green: Generalists, Purple: Leaders/Wild, Blue: Military) activate different card abilities.

4.3. Damage and Lodging Check

- Players check to see how many marauders they can fight off using military meeples.
- Players must ensure they have enough lodging for their meeples. If not, they must return meeples to the bag and lose 2 victory points for each returned meeple.

4.4. Round End

- All markers and meeples are returned behind player screens, except for meeples used in the third auction area, which are used to activate buildings on player boards.
- The next round begins.

5. SCORING

Points are accumulated throughout the game and tallied at intermediate and final scoring phases.

- **Equipment Cards:** Provide points at the end of the game.
- **Building Cards:** Activated by meeples to gain various benefits and points.
- **Marauder Track:** Moving up this track can result in negative consequences or lost points.
- **Lodging:** Failure to provide adequate lodging for meeples results in a loss of 2 victory points per meeple.

6. MAINTENANCE

- Store all game components in the original box or a suitable storage solution to prevent loss or damage.
- Keep cards flat and away from moisture or extreme temperatures.
- Clean components with a dry, soft cloth if necessary. Avoid abrasive cleaners.

7. TROUBLESHOOTING

- **Missing Components:** If any components are missing upon opening, contact Queen Games customer support.
- **Rule Clarification:** Refer to this manual or the official Queen Games website for any rule ambiguities.

- **Game Balance Issues:** Ensure all setup steps are followed correctly and that players understand the bidding mechanics.

8. SPECIFICATIONS

Feature	Detail
Product Dimensions	8.6 x 3.4 x 8.6 inches
Item Weight	1.79 pounds
Item Model Number	Q10122
Manufacturer Recommended Age	10 years and up
Playing Time	Approximately 15 minutes
Number of Players	2-4 players

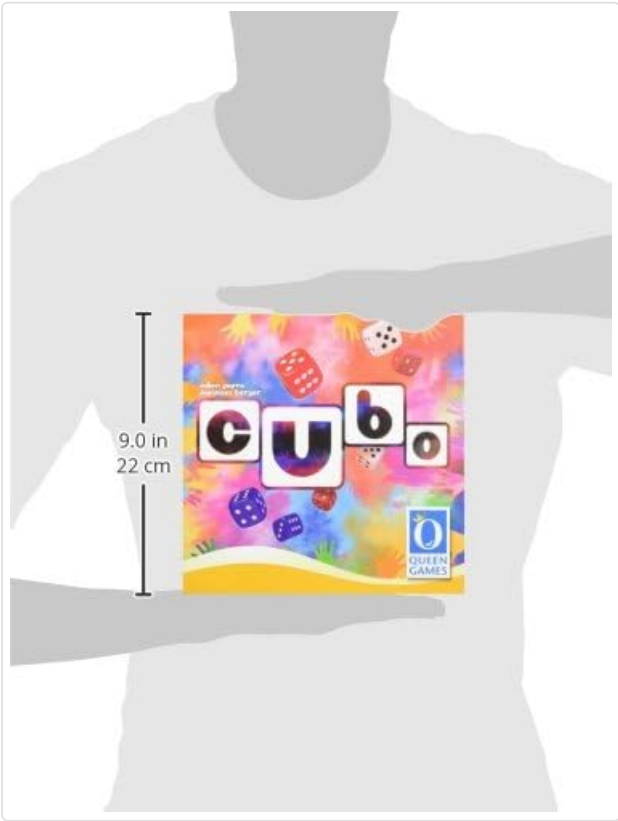


Image 2: Cubo Board Game box showing product dimensions.

9. WARRANTY AND SUPPORT

For warranty information, missing parts, or customer support, please visit the official Queen Games website or contact their customer service department directly. Specific warranty details may vary by region and purchase location.

[Visit the Queen Games Store on Amazon](#)

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