CUBLINO

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CUBLINO

A special dice game.

Playing instructions

Each player will start with seven dice, which should be placed on the base line. The dice should be positioned in such a way that the figure six faces upwards and the figure three faces the player. The dice can be moved by tilting them over the edge of the board and by tilting and jumping forward and sideways. Tilting backwards is not permitted.

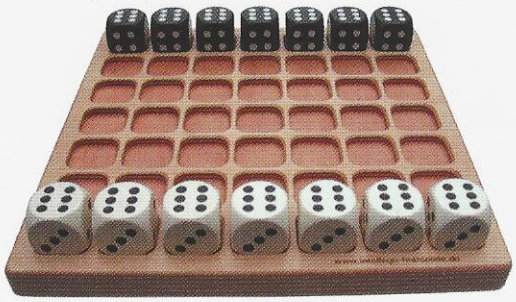
There are two variants of playing:

CUBLINO pure. This variant is reminiscent of Halma. You may clear one or more dice in a straight line or diagonally across. You may tilt your dice once before clearing. If clearing seems impossible or undesirable, it may simply be tilted. Clearing diagonally is not permitted. It is also not permitted to shift the dice in order to maintain the figures facing upwards. The aim is to move all one's dice, if possible, onto the opposing base line. The game ends when the first player has succeeded in occupying the opposing base line with his dice. The winner however is not the participant who has managed to fill the row first, but the player who has obtained the highest number of points on the opposing baseline.

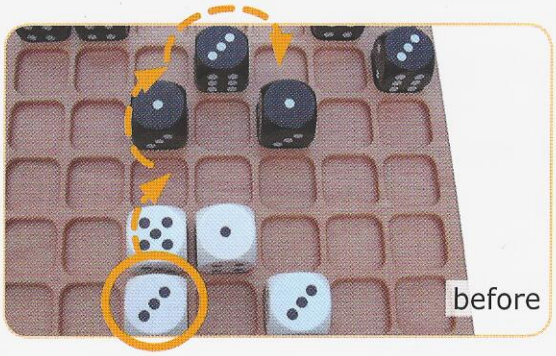
CUBLINO contra. Here you are not allowed to jump but only to tilt. The aim is to be the first player to place a dice on the target line on the other side. If two opposing dice collide, the one with the smaller figure has to leave the field. If a dice is touched upon on two or three sides by opposing dice, the numbers of all adjacent dice should be added up. The dice or die with the smaller figure should then get off the field. The player who reaches the opposing base line first with one of his dice is the winner.

And now have fun!

CUBLINO PUR



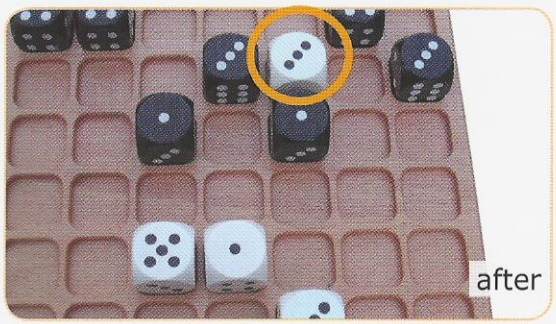
1. Basic line-up



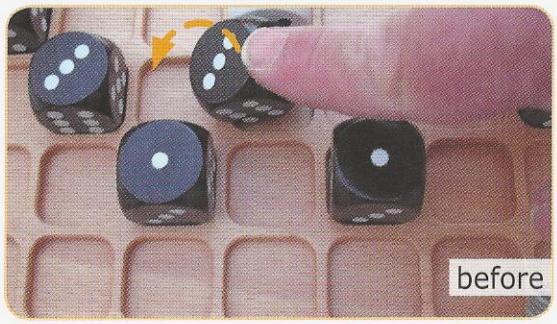
3a. If you can, you may also jump without having tilted the dice.



2. The dice are moved by tilting them forwards or sideways. It is not permitted to tilt them backwards.



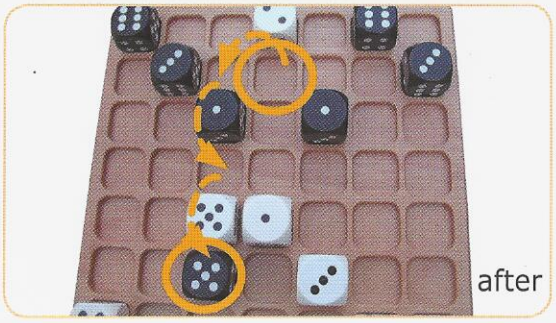
3b. It is permitted to clear one's own or opponent's dice.



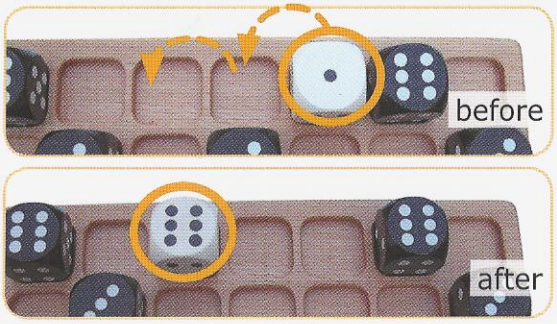
4a. The upward-facing number can be changed by tilting the dice from the adjacent position (vertically or horizontally)...



4b. ...and thereafter jumping twice by maintaining the number of figures, which moves the dice fast forward...



4c. ...in the direction of the finishing line.



5. By making use of the tilting option, a higher number of figures facing upwards can be obtained.



End of game:
The game is over, when the target line is reached. The player with the highest sum of figures on the target line is the winner.