

Each Cuboingo game can be enjoyed for different reasons:

## Cuboingo 2x2

- Low strategy
- Fast-paced
- Minimal abstraction of spatial relationships
- Easy pattern recognition
- Good intro to the concept of Cuboingo
- Shortest overall game



## Cuboingo 3x3

- Requires patience and strategy
- Moderate abstraction of spatial relationships
- More difficult pattern recognition
- Longer game



## Cuboingo 4x4

- Long-term strategy
- Maximum abstraction of spatial relationships
- Most difficult pattern recognition
- Requires the most patience
- Longest game



## Game overview

Cuboingo™ is a card game pitting 2-6 players against each other to memorize, strategize, and match colored patterns and build the highest-scoring Cuboingos!



To play the game you try to fill sides of an imaginary cube. Each side of the cube is sub-divided into 4, 9, or 16 squares, depending on which Cuboingo game you are playing. Cuboingo 2x2, for example, has 4 squares on each side. Each game has either 1, 2, or 3 different colors and patterns distributed amongst its cards.

To understand the concept of "filling sides," imagine each empty square is transparent and every square you fill is colored. Then imagine superimposing each card on top of each other to let the filled squares show through. For example, if you had an empty 2x2 side, you would have 4 empty squares on each side. You could place a card to fill any empty square (say an upper-left corner). Now the remaining 3 empty squares can be filled.

In actuality, you are placing each card next to one another in a line to represent all of the empty and filled squares of a given side. Once you have filled all squares on a side, you call out, "Cuboingo!" and place the cards in a pile beside you.

## Object of the game

Finish the game with the most points and you win!



## Start the game

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- Select a player to be the dealer who shuffles the cards
- Dealer deals the following to each player
  - 3 cards (for Cuboingo 2x2 and 3x3)
  - 4 cards (for Cuboingo 4x4)

## On each player's turn

- Place 1 card to start a new side or to build on an existing side
  - If a square is already filled with a card, you cannot fill it again with another card (see Special Cards for an exception)
  - There can be only 1 color/pattern per side (for example, all green or all blue, etc. but you cannot place a blue card on a green side). Start a new side if you have a color that does not match them (or if you have a strategy in mind).
    - There can be a maximum of 6 sides at any given time.
    - If you cannot play a card, discard 1 card and draw 1 new card from the deck to end your turn. If the deck is empty and you cannot play, you lose your turn.
  - If you place a card that completely fills a side, call out “Cuboingo!” and take all cards from that side with numbers on them. Stack these cards neatly in your pile. Place any cards without numbers in the discard pile (and place all future numberless discards here as well).
    - Numbers can be +1, +2, etc.
  - Normally the game ends once the deck is gone and no player has a play, but if desired, you may shuffle the discard pile to use as a new deck to extend the game.



## Special Cards



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Each Cuboingo game has a Special Card that provides unique opportunities when filling a side:

- Cuboingo 2x2: “Up” Card Allows you to take the top card of any one player’s pile
- Cuboingo 3x3: “Go” Card Allows you to play this card as any color/pattern
- Cuboingo 4x4: “On” Card Allows you to play this card and overlap filled squares

## Ending the game

Play continues until all cards have been played from the deck and no player has another play. Whoever has the biggest point total in their pile is the winner!

## Counting Points



- Cards in your pile should be tallied like this:
  - Any plus cards should be added together first (i.e. +1, +2, etc.)
  - Any multiply cards should be applied next (i.e. x2)
    - x2 multiplies the entire score by 2 (2 of these will multiply your entire score by 4, and so on...)
  - Any cards left in your hand with numbers at the end of the game count against you:
    - +1 will subtract 1, +2 subtracts 2, etc.
    - x2 will divide your entire score by 2!

