

# CUBITOS

Everyone does their turn at the same time (all roll at the same time then all run at the same time) and then the round ends.

In the first turns or games it might be best to do the turns in clockwise player order.

If your decision depends on what others roll (e.g., will they roll a red hit? did they bust?), then resolve in order: the player with the most dice in the ROLL zone goes first. Similarly, in the run phase, if your decision affects others (e.g., you want the last die left in a specific colour) then resolve in clockwise player order.

## 1. DRAW

Choose dice from your DRAW (ZONE) up to your hand size (starting player die is not counted).

Your hand size is 9 +1 per +1 per red line across the track between you and the leader.

If you run out of dice to draw, move all dice from the DISCARD to the DRAW and continue drawing.

## 2. ROLL

Take all dice in your ROLL (ZONE) and roll them.

Must move all hits to ACTIVE (no rerolls). Must leave all blanks in ROLL.

You may resolve any NOW abilities on hits. Any ACTIVE abilities on hits become active.

Some abilities tell you to USE a die. Turn it to a blank side when used (keep it in ACTIVE).

all blanks? →

PUSH\* if you never had at least 3 dice in ACTIVE (this turn).

\*Even if no risk of a bust (i.e., no dice in ACTIVE) a reroll is always a PUSH.

Otherwise,

### BUST

- Move all dice in your ACTIVE to your DISCARD.
- You may move any dice in your ROLL to your DISCARD.
- Advance your figure 1 space on the Fan track & gain rewards.
- Flip phase token over to the red Run side & wait.

### PUSH

Reroll all your blanks.  
Go back to ROLL.

OR

### PASS

Stop rolling.  
Flip phase token over to the Run side & wait.

When everyone has flipped their phase token to the red Run side, start the RUN.

## 3. RUN

You may resolve any RUN abilities.

Resolve .

Count from RUN abilities + may buy X for 4 / each, then MOVE 1 space per .

You may move through or end in a space occupied by another runner.

If you end at a reward space than you hadn't started at, gain the reward.

Count from RUN abilities + may BUY up to 2 different dice (to your DISCARD).

Any unspent are lost. Unspent are kept.

## BUSTED RUN

You busted so you won't have any RUN abilities, or .

You may buy X for 4 each then you may MOVE 1 space per .

You may spend X to BUY up to 2 different dice (to your DISCARD).



DISCARD all dice in your ACTIVE ZONE. Leave dice in your ROLL ZONE.

Pass Starting Player die clockwise (does not count towards your hand limit).

Using abilities is optional except:

1. If it says "not optional" you must resolve it even if not using the ability (e.g., you must lose Captain Bark if you rolled a dog face on that die).
2. If you resolve a regular ability using a power die face you must resolve both (regular + power).

**OBJECTIVE**

Be the **only** racer to cross the finish line or the **one farthest** past it if 2+ racers cross the line.

**GAME FLOW**

In the ROLL phase everyone will be rolling dice simultaneously, separating the hits and rerolling the blanks until they pass or bust. When everyone has passed or bust everyone moves to the RUN phase in which they move along the track and may buy new dice. Game ends at the end of the round when someone crossed the finish line.

**SETUP**

1. Give everyone 2 runner figures, 1 player board, 1 phase token, and 9 dice (7 light grey + 2 dark grey).
2. Choose card set and racetrack.
3. Determine start player.

**% PROBABILITY TO ROLL AT LEAST ONE HIT**

		TOTAL NUMBER OF DICE TO BE ROLLED															
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
OF THOSE, HOW MANY ARE DICE WITH 4 BLANK FACES?	0	16.7	30.6	42.1	51.8	59.8	66.5	72.1	76.7	80.6	83.8	86.5	88.8	90.7	92.2	93.5	94.6
	1	33.3	44.4	53.7	61.4	67.8	73.2	77.7	81.4	84.5	87.1	89.2	91.0	92.5	93.8	94.8	95.7
	2		55.6	63.0	69.1	74.3	78.6	82.1	85.1	87.6	89.7	91.4	92.8	94.0	95.0	95.8	96.5
	3			70.4	75.3	79.4	82.9	85.7	88.1	90.1	91.7	93.1	94.3	95.2	96.0	96.7	97.2
	4				80.2	83.5	86.3	88.6	90.5	92.1	93.4	94.5	95.4	96.2	96.8	97.3	97.8
	5					86.8	89.0	90.9	92.4	93.6	94.7	95.6	96.3	96.9	97.4	97.9	98.2
	6						91.2	92.7	93.9	94.9	95.8	96.5	97.1	97.5	98.0	98.3	98.6
	7							94.1	95.1	95.9	96.6	97.2	97.6	98.0	98.4	98.6	98.9
											Initial roll						
											Initial roll with start player die						

**HOW TO USE THIS TABLE**

Go to the column that corresponds to the total number of dice to be rolled.

Go down that column to find the row that corresponds to the number of dice with 4 blank faces to be rolled (dark grey, red, yellow, brown, orange).

If you are only rolling dice with 5 blank faces (light grey, purple) you stay on the zero row.

The intersection number is the probability % of success, i.e., of rolling at least one hit.

*For example, if you roll 5 light grey dice your probability to roll at least one hit is on the 5th column and row zero: 59,8%.*

*If you replace 2 of those dice with yellow dice, you stay on the same column (5 dice) but you go down to the "2" row. Your probability now went up to 74,3% because the yellow dice have one extra success face than the light grey dice that they replaced.*

*If you roll a die with 3 blank faces (white, green, blue) there is no exact data on the table above but a good estimate would be to go down an additional row for every die with 3 blank faces. This is because the success probability of a single die with 3 blank faces (50%) is very close to the success probability of a pair of dice with 4 blank faces (55.5%).*

*In the example above, if you roll 5 dice which include 1 yellow and 1 green, you stay on the same column (5 dice) and go you down 1 row for the yellow die and 2 more for the green one. The table shows 79,4% success when the real number would be 80,7%.*