

cublino

Ownership:

I am not sure who the game belongs to. I have seen several games with the same rules and dice battle setup that this game presents.

I have seen Waffles, Dice Wars, Dittle, and Cublino all with the same rules

Overview:

Cublino is a two-player strategic dice game played on a 7x7 board. Each player has 7 dice, and the goal is to use strategy—not luck—to achieve victory. There are two versions of the game: Cublino Pur (basic) and Cublino Contra.

Setup:

Setup is the same for both version of the game. Each player places their dice on their own side of the board, opposite each other. The dice should be orientated so that the six face is up and the three face is facing themselves.

Cublino Pur (Basic Version):

Objective:

Move all of your dice to your opponent's back row and have a higher total on the back row than your opponent.

Movement:

When you move a die, rotate it by one face in the direction you move. When you jump over a die, rotate the jumping die by two faces in the direction of the jump. You can make multiple jumps in one turn, but each jump requires you to rotate the jumping die by two faces, in the direction of travel, for every jump.

Game End:

The game ends when a player successfully gets all of their dice to the opponent's back row. Add up the values of the top faces of all your dice in the back row. The player with the highest total wins.

Cublino Contra (Advanced Version)

Objective:

Get one of your dice to your opponent's back row.

Movement:

Jumping is not allowed in this version. The game focuses on strategic movement and protecting your dice.

Capturing:

Battle Trigger:

A battle occurs when two or more of your dice are adjacent (horizontally or vertically) to one of your opponent's dice.

Contesting player:

Is the player who owns the contested die.

Contested Area:

This is the square where two or more of the opponent's dice are adjacent (horizontally or vertically).

Contested Die:

The die in the center of the contested area is the contested die.

Battle Rules:

To resolve the battle, each player adds up the total value of the top faces of their dice that are adjacent (horizontally or vertically) to the contested die.

The contested die's value counts toward the owner of the die (e.g., if you own the contested die, its value is added to your total).

If the contesting player has a higher total than their opponent's total, nothing happens, and the game continues as normal (no dice are removed).

If the contesting player's total is lower than their opponent's total, the contested die is removed from the game.

Multiple battles can occur simultaneously as a result of a single move. All battles are resolved before any dice are removed.