

# CUBITOS™ FOWL PLAY

AN EXPANSION FOR CUBITOS™  
BY JOHN D CLAIR  
FOR 2 TO 6 PLAYERS, AGES 10 AND UP

Competition for the annual Cube Cup is heating up. The runners are in position and the countdown has begun, so be fast or be last!

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### Questions?

alderac.com/customer-service  
or visit alderac.com/cubitos



## Introduction

This expansion adds 2 new colors of dice, new ability cards and suggested card sets, a new double-sided racetrack, and additional components that allow you to race with up to 6 players.

## Setup

Add the starting and ability dice to their corresponding boxes. Players now have 12 ability dice of each color and additional gray dice available.




Setup follows the regular rules, and new suggested card sets are featured on page 3.



## New Dice



You use this symbol to gain 1  token. These tokens can be saved to be used during a future round, as normal.



This is the pink die's  (power) symbol. Some pink ability cards have a power symbol effect in addition to the regular effect. If you choose to use the die, you must lose 1  during your Move step in the Run Phase, before moving your runner figure. If you use the die, you must lose 1  (if able) even if the pink ability card does not have a power symbol effect. This symbol cannot reduce your movement below zero.

If an ability allows you to use  before your Move step (like Intoxicated Cheese or The Honorable Feathers McDoo for example), you do not lose  from your pink dice until your Move step.

## New Racetrack

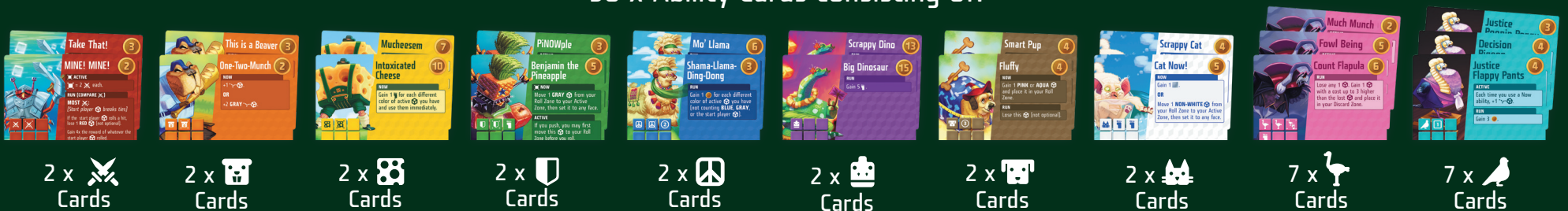


Pitfalls are considered a hazard space. If you end your Move step in a pitfall, and you didn't start the round in that space, you must gain 1 gray die of your choice (light or dark gray) and place it in your Discard Zone. Moving through a pitfall has no effect.

# COMPONENTS

Your game should include the following. If it does not, please go to [alderac.com/customer-service](http://alderac.com/customer-service) for assistance.

## 30 x Ability Cards consisting of:



2 x Cards

2 x Cards

2 x Cards

2 x Cards

2 x Cards

2 x Cards

2 x Cards

2 x Cards

7 x Cards

7 x Cards

## 40 x Ability Dice consisting of:



2 x Red Dice

2 x Orange Dice

2 x Yellow Dice

2 x Green Dice

2 x Blue Dice

2 x Purple Dice

2 x Brown Dice

2 x White Dice

12 x Pink Dice

12 x Aqua Dice

## 1 x Double-sided Racetrack



## 1 x Rulebook



## 2 x Player Boards



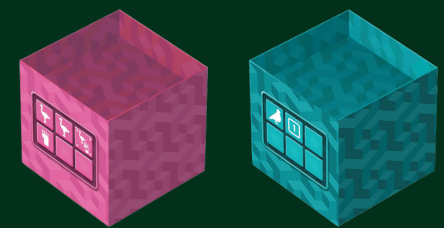
## 4 x Runner Figures



## 2 x Phase Tokens



## 2 x Dice Boxes



To assemble the dice boxes, follow the steps shown in the diagram in the base game rulebook or visit the following link to view an assembly video: [alderac.com/cubitos](http://alderac.com/cubitos)

## 18 x Starting Dice consisting of:



14 x Light Gray Dice

4 x Dark Gray Dice



# VICTORY TOURS

The following sets use cards from the base game and this expansion. Cards from the base game have an asterisk (\*) in front of their title.

## Cult of the New

Use this setup to try out all new cards and the new fowl dice! Look for new ways to gain draw tokens and even spend them to move extra spaces or gain more dice! The new fowl dice are looking for particular spaces on the racetrack to give you an advantage over the competition.

- |                    |                                     |
|--------------------|-------------------------------------|
| <b>Scrappy Cat</b> | <b>This is a Beaver</b>             |
| <b>Smart Pup</b>   | <b>Scrappy Dino</b>                 |
| <b>Take That!</b>  | <b>Muccheesem</b>                   |
| <b>PiNOWple</b>    | <b>Shama-Llama-Ding-Dong</b>        |
| <b>Water Lover</b> | <b>The Honorable Feathers McDoo</b> |

TRACK SUGGESTION: Pits and Perils

## Do it NOW!

The new fowls are looking to combo with other dice. One likes to see battles happen and the other is looking for Now abilities. Get cheesy with even more colors now that there are 10 of them!

- |                     |                             |
|---------------------|-----------------------------|
| <b>Cat Now!</b>     | <b>*Pinch Eater</b>         |
| <b>*Mr. Dog</b>     | <b>*Cubasaurus</b>          |
| <b>*Mr. Soldier</b> | <b>Intoxicated Cheese</b>   |
| <b>PiNOWple</b>     | <b>*Chilly McChillster</b>  |
| <b>Much Munch</b>   | <b>Justice Flappy Pants</b> |

TRACK SUGGESTION: Pits and Perils

## Flying High

Go big or go home as the fowl dice will help you reach new heights in your dice selection! Also look for combos where you have to lose to win.

- |                         |                                       |
|-------------------------|---------------------------------------|
| <b>*Schmutz</b>         | <b>*Batter Beaver</b>                 |
| <b>*Dr. Livingstone</b> | <b>Big Dinosaur</b>                   |
| <b>MINE! MINE!</b>      | <b>*Bad Cheese</b>                    |
| <b>*Rock On</b>         | <b>Mo' Llama</b>                      |
| <b>Count Flapula</b>    | <b>The Honorable Birdy McBirdface</b> |

TRACK SUGGESTION: Island Hopper

## Whatevs

Put some combos together to use any die you want once and toss it back. You can give a die you don't want to other players, as well. While racing, you can get in the water, or don't get in the water. It's all whatevs, we'll get to the finish line eventually.

- |                               |                         |
|-------------------------------|-------------------------|
| <b>*Broken Cow</b>            | <b>*The Babe</b>        |
| <b>Fluffy</b>                 | <b>Scrappy Dino</b>     |
| <b>*Crabby</b>                | <b>*Reckless Cheese</b> |
| <b>Benjamin the Pineapple</b> | <b>*Undercover Fish</b> |
| <b>Vant to Roll Zee Dice?</b> | <b>Decision Pigeon</b>  |

TRACK SUGGESTION: Pits and Perils

## The Grand Birdy Cup Off!

Now that you've got a few fowl races under your belt, it's time to test your dice management. How many dice can you get rolling in this setup? The more the merrier, I always say.

- |                       |                                      |
|-----------------------|--------------------------------------|
| <b>*Fat Cat</b>       | <b>One-Two-Munch</b>                 |
| <b>*Dapper Doggie</b> | <b>*Wikiwiki Dinosaur</b>            |
| <b>*Champion</b>      | <b>*Ledercheesen</b>                 |
| <b>*Piña Cubelada</b> | <b>Mo' Llama</b>                     |
| <b>Foul Being</b>     | <b>The Honorable Pigeoty-Wigeoty</b> |

TRACK SUGGESTION: Island Hopper

**MARATHON SUGGESTION:** Use racetracks Island Hopper and Ahead of the Curve. Players begin at the start of track Island Hopper and end at the finish of track Ahead of the Curve. Place the boards such that the finish of track Island Hopper is adjacent to the start space of track Ahead of the Curve. It costs 1 to move from the finish space on track Island Hopper to the start space on track Ahead of the Curve.

# CARD CLARIFICATIONS


This section covers additional explanations for card abilities that may be referenced during play.

## Decision Pigeon

When you move into another space adjacent to a red line, you must stay on the same side of the red line. You cannot use this ability to cross over to the other side of the red line. You may move into a water, reward, or hazard space.

## The Honorable Feathers McDoo

If you use the Now ability to immediately gain a reward, you can gain the reward again when you end your Move step in that space.

You must move to a space to immediately gain its reward. You cannot use a  to remain in the same space to gain the reward again.

## Count Flapula

Using this ability to gain a die does not count towards your buy limit of 2 dice. You may buy the same color of a die that you gained. You cannot lose the start player die.

## Pink Undead



If you choose to use the Now ability, you must do so at the time it is rolled. When you use this ability, take a red die from the tray for free and roll it into your Roll Zone; this is a free roll with just the selected die, and you cannot bust on this roll. Then move any hit to your Active Zone.

You must lose the red die that you gained for free at the end of the round and return it to its tray. If you bust, you must move that die to your Discard Zone as normal and then lose it at the end of the round.

## Vant to Roll Zee Dice?

If you do not have any white or gray dice remaining in your Roll Zone, then this ability has no effect.

## Water Lover

You must move into a water space to gain the additional 2 . If you are not adjacent to a water space or choose not to move into it, you cannot gain the additional 2 .

## MINE! MINE!

If the start player die is showing a miss (blank side), you do not gain anything but you do not have to lose a red die. If an opponent with the start player die busts, you may still use this ability if the start player die is showing a hit.

## Take That!

When another player gives you a die, they may take it from any of their zones and place it in your Discard Zone. The opponent may use a die in their Active Zone before they give it to you. Opponents cannot give you the start player die.

## Intoxicated Cheese






You may count the yellow die as one of the different colors you have in your Active Zone.

Light and dark gray dice are both considered the same color of gray for this ability. The start player die is considered to be a unique color for this ability.

## PiNOWple



When you use the green die's  (power) symbol, repeat the Now ability before you push.

## Mo' Llama

When you use this ability, count the number of  in your Active Zone to determine what reward you gain. If you have 4 or more  in your Active Zone, you do not gain any rewards for the blue dice. After you resolve the reward, all of your blue dice are considered to have been used. For example, if you have 2  in your Active Zone, you gain 3  and 2 ; then both dice are considered to have been used.

## Fluffy

If you choose to use the Now ability, you must do so at the time it is rolled. When you use this ability, take a pink or aqua die from the tray for free and roll it into your Roll Zone; this is a free roll with just the selected die, and you cannot bust on this roll. Then move any hit to your Active Zone.

If you bust during your Roll Phase, you cannot use the  during your Run Phase since it would be moved from your Active Zone to your Discard Zone. Since the Run ability did not get resolved, you do not lose the  in this case.