



**7+**  
AGES



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How to Play!



### What's inside:

- Switch tiles – 6 nos.
- Regular tiles – 48 nos.(8 nos. x 6 colours)
- Cube conquer 3D unit – 1 no.
- Tile bag – 1 no.

#### • Switch tiles – 6 colours



Fig. 1

#### • Regular tiles – 6 colours



Fig. 2

### Object of the game:

The player who lays the last tile on the last side of the Cube Conquer 3D unit to complete the Cube Conquer is the winner of the game.

### Set up:

The Cube Conquer 3D unit has 3 distinct sides. Each side has 9 squares, where players will place the tiles.

1. Gently take out the tiles from the tile bag, and place them on a flat surface, so that it will be easy to sort them.
2. There are two types of tiles. Switch tiles (see Fig.1) and Regular tiles (see Fig.2). Find and pick all the 6 switch tiles and deal out the switch tiles as follows:
  - a. 2 or 3 player game: Give 2 switch tiles to each player.
  - b. For 4, 5 or 6 player game: Give 1 switch tile to each player.
3. Deal out 1 of each colour regular tile to each player. So, each player will have 6 regular tiles to start with.
4. The remaining tiles need to be put into the tile bag.

### Guidelines:

- a. A switch tile can be placed only in the centre square of a side of the Cube Conquer 3D unit (Fig.3). They can do so on any side of the unit.
- b. A regular coloured tile can be placed on any square of the 3 sides of the unit except in the centre squares (Fig.4).
- c. A player can choose to place as many tiles of the same colour on a turn on any side.
- d. **Placing/Swapping regular tile:** If the centre square has a switch tile, players can place only a regular tile of the same colour as the centre square onto an empty square on that side of the Cube Conquer 3D unit (Fig.5) **OR** swap it for an existing tile which doesn't match the centre square (Fig.6).

For example, if on Side 1, red switch tile is present in the centre, then, all

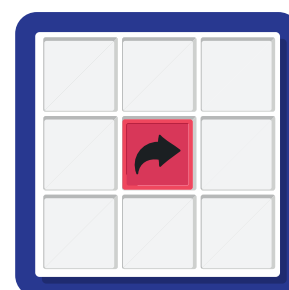


Fig.3

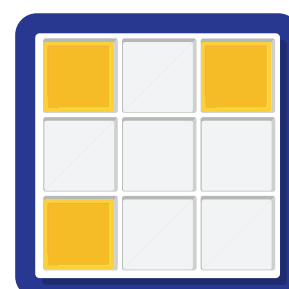


Fig.4

players during their subsequent turn can only place **red** regular tile(s) on that side on any of the empty square(s) **OR** choose to remove any other regular colour tile(s) already present on the side and take back the tile(s) and place it along with the tile(s) in their hand and then place back their **red** tile(s) in the respective square(s).

- e. **Swapping switch tile:** Switch tile in the centre square of any side can be swapped (replaced by only another switch tile) (Fig.7). The removed switch tile has to be placed back in the tile bag.

### Game play:

1. Play starts with the youngest player and players take turns clockwise.
2. On a player's first turn, players can choose to do any of the following:
  - a. Place a switch tile in the centre square of any 1 of the 3 sides of the Cube Conquer 3D unit (Fig.3).
  - b. Place any regular coloured tile on any square (except centre) (Fig.4).
3. At the end of a turn, after placing the tile(s) on the Cube Conquer 3D unit, players draw the same number of tile(s) from the bag—without looking inside—unless the bag is empty.
4. Play then moves to the next player.
5. A player must always play a round either by placing a switch/regular tile. However, if a player is not able to play because they do not have an appropriate colour tile, then, they miss a turn and can take a tile from the tile bag (except when the bag is empty).
6. Once two sides of the Cube Conquer 3D unit are filled with tiles of the same colour, then both the sides are locked and the tiles can no longer be changed and the game continues with the last side of the Cube Conquer 3D unit (Fig.8).
7. When playing the last side of the Cube Conquer 3D unit if a switch tile is placed, the old switch tile is placed out of the game and not in the tile bag.
8. The game ends when the Cube Conquer 3D unit is complete and the last player to lay the last tile on the last side of the Cube Conquer 3D unit is the winner (Fig.9).

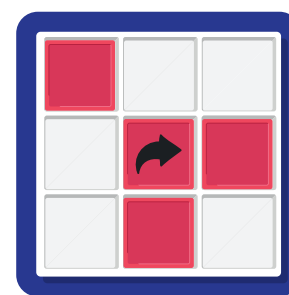


Fig.5

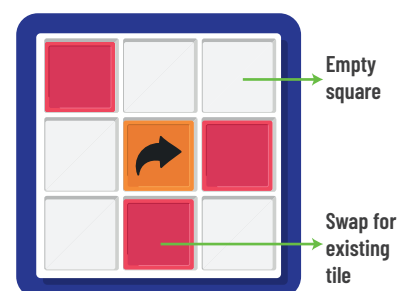


Fig.6

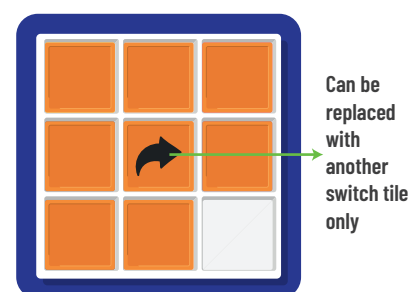


Fig.7

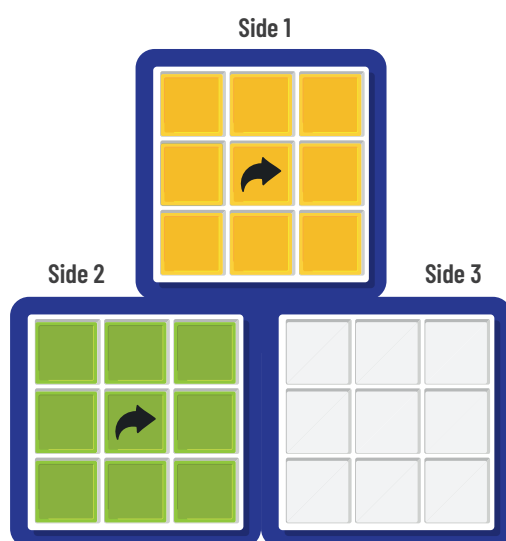


Fig.8

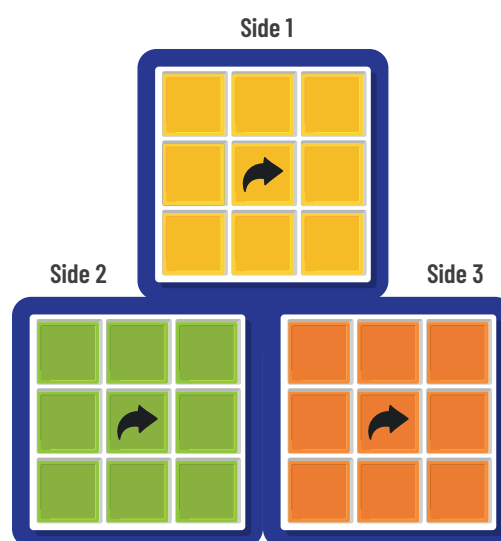


Fig.9

**Tip:** Watch what others have picked up and try to collect/hold onto tiles of the same colour, so at the end you control the chance to lay the last tile.