








## WHAT YOU NEED

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-  The starter deck
-  Any expansion decks
-  At least 1d6
-  At least one note pad
-  At least one pencil

## GAME PLAY

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### TEAMS

Cube of Death is played with teams 2 (parties if you prefer). Divide your players into equal teams. Any number will work but teams of three seem to be the most fun. If you have an odd number of people, someone should take the role as host. The game actually works best with a host but it is not necessary. Each team should sit grouped together so they can discuss questions prior to answering.

### CHARACTERS

The starter deck has 6 characters and thus, can accommodate 6 players. Pull out these cards and let people choose which character they wish to play. Each character has a Class Ability; choose wisely.

### HITS

You can play with any number of hits but 50 seems to be the magic number. Both teams will start with the same number of hits but you can even handicap the game by giving a "lesser" team more hits.

### LET'S PLAY

Shuffle the deck and lay it face down on the table.

At the beginning of the game each team will roll 1d6 for initiative with the highest value going first. In the case of a tie reroll until one team has the highest value. This will remain throughout the game.

This can be done each round but can be confusing; especially the first few times you play the game. Both ways work and you should choose the way you like best.

The team who goes first will pull a card from the deck. The card will dictate what happens next.

### CARDS

There are four different types of cards, each with its own effects.

#### STANDARD CARD

There are two questions on each standard card. Read the two categories (e.g. Sci Fi and Fantasy) to the team whose turn it is. The team will choose which category they would like a question from. Read them that question. They will then have 30 seconds (or as long as you let them have, please don't pull out a stop watch) to discuss their answer amongst one another. When their time is up, they will provide their answer. If it is correct, they will deliver 1d6 of damage to the other team.

#### DOUBLE DAMAGE

These only have the one category. Read the first question on the card. If the team gets the answer correct they will roll 1d6 damage to the other team. They will then be asked the follow up question. If they get the second question correct (always harder), they will double the damage they rolled from the first question.

#### VOLLEY

A Volley Card means that the team will pick one member to respond to a question with 6 answers (generally a list). Read them the category first. Every time he gets a correct answer, the other team will take a point of damage. The damage stops as soon as he answers incorrectly.

### **WANDERING MONSTER**

The team encounters a malicious creature and must do battle with it by answering a question. If they get the question correct, they slay the monster and get the treasure listed on this card. Give them the card and they can turn it back in when they use the item. If they get the question wrong, they suffer 1d6 damage from the monster.

### **WINNING!**

A team wins the combat when their opponent reaches zero hits.

### **CLASS ABILITIES**

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Every team member will be a classed character and each one of these has a special ability. Only one special ability may be played per turn and only once per game.

### **ASSASSIN - BACKSTAB**

Deliver 1d6 damage to the opposing team when they answer a standard question incorrectly.

### **BERSERKER - ROAR**

A berserker can stand up and roar at the top of his lungs and return his team back to one hit. This must be done immediately after being reduced to zero or less hits.

### **HEALER - HEALING**

The healer may heal the team 1d6.

### **MONK - MULTI-STRIKE**

This allows his team to get a second question off of the same standard card. They will deliver 1d6 per question they answer correctly.

### **RANGER - SCOUT**

The ranger scouts ahead to look for the best opportunity. This, must be declared before the team's initial question is read. Read both questions on a standard card and the team may choose the one they are most comfortable with.

### **ROGUE - SWIPE**

The player may steal a question from the other team. This must be done before the other team answers. If he gets the question wrong, he is caught red handed and his team immediately suffers 1d6 damage from the other team.

### **BOOSTER DECKS**

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There are booster decks! Please be on the lookout for these as they will provide a huge slew of new questions, new treasures, and 2 new classes per deck.

### **THANK YOU**

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We hope you get hours of enjoyment out of Cube of Death. Please follow Cube of Death and Studio187 on facebook and let us know what you think. We have a lot of gaming projects developed and in the works.

Look for Cube of Death at conventions. We do single elimination tournaments at select conventions and give out prizes for winners. Contact us if you want to run it at conventions as well. We'll gladly support you!

