Cubic Airport Adventure

Wei”Vivi” Yu, Shiyun”Vanilla” Liu

Cubic Airport Adventure is a **two-player** competitive dexterity game.

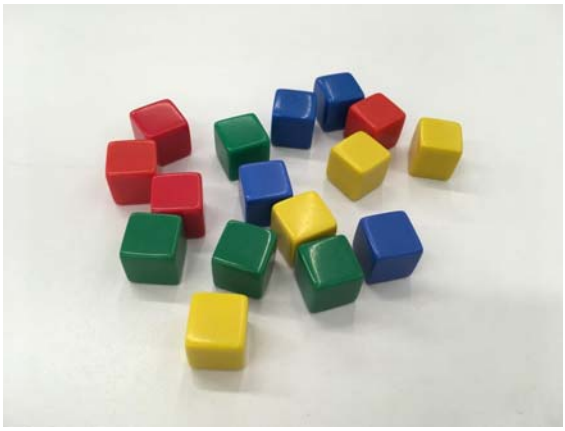
The **passenger** player needs to get through **three** levels created by his/her opponent, **the officer** and catch his/her flight in time.

The **officer**, as the airport master, must stop the **passenger** from getting on board by placing obstacles!

Contents:



I. **16 stage** cubics of same size but colored differently - **4** red, **4** blue, **4** yellow, **4** green



II. **11** meeples with **11** black stand cubics



III. **3d6**
   - These works as time counters, every time the 30 second hourglass runs out, the number of dice goes down by one

IV. **One** passenger set:
   - **one** player figure
   - **one** white stand cubic

V. **One** wooden piece

VI. **One** 30 second hourglass, **one** 60 second hourglass

VII. A pencil



Setup & Rules:

There are **three** levels in game. In each level, the **officer** needs to setup the level with cubics and meeples in the allotted time. Then the **passenger** needs to finish the level before time runs out.

*For first-time players, you are encouraged to go take as much time as you need to setup the level, and complete the level.

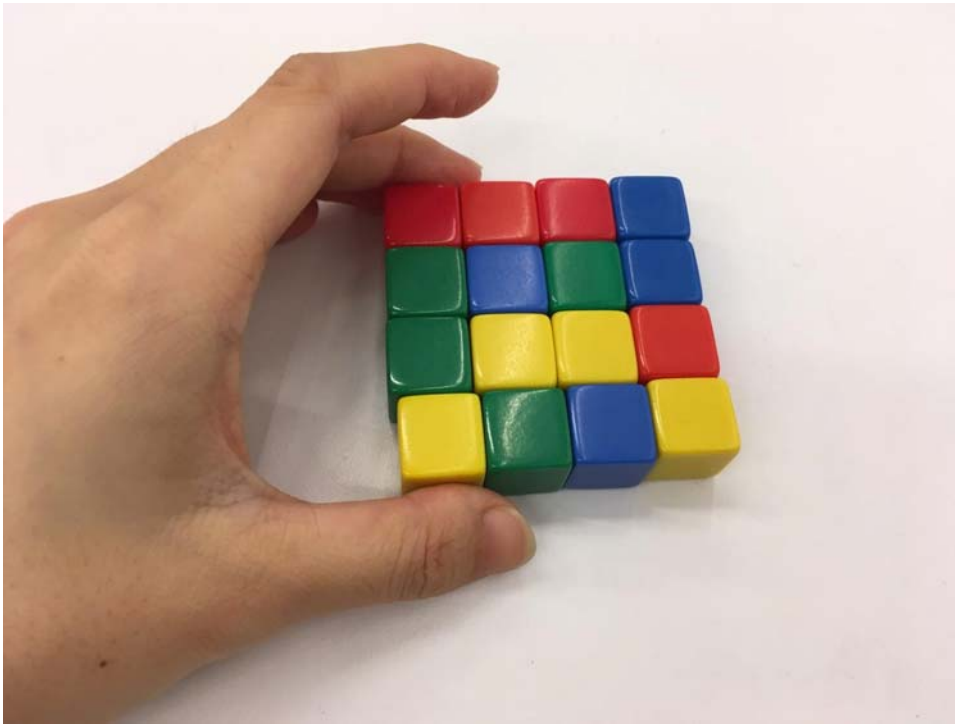
The passenger begins with **2d6** at the beginning. The **passenger** should finish all three levels before all their d6s are used up. Use the d6 to help keep track of how many times the hourglass has finished.

For the **officer**, the black cubics and meeples used in each level should only be used once. There are 11 meeples with cubics available to be used in in all three levels.

<u>Level 1: Go across the crowd and get the boarding pass:</u>

Officer Setup:

1. The officer needs to use **16** colored cubics to build the stage. The stage should be built within a **4x4** square grid, and colored cubics should be **adjacent** to each other, but they don't have to be the same color.



2. Then the officer can decide how many black cubics he/she want to put on the stage.
    - Note, that black cubics can be used only **once** in the whole game..
    - The black cubics can't be placed over the stage edges.
3. Then the officer can put meeples on the black cubics.
    - Only **one** meeple can be put on a cubic

- The meeple can go over the cubic edge, but if the officer **knocks down** the meeple during the setup stage, the passenger will get one extra time point(1 meeple = 1 time point = 30s)

4. The officer needs to finish the setup in **30** seconds. For every 30 seconds that exceed the limit, the **passenger** gains **one** extra time point (represented by the d6).

*Example:



Passenger:

1. **Decide the starting point and the ending point:** 💬
   - After the officer has setup the first level, the passenger can decide his/her starting point at one of the four corners of the stage. The opposite diagonal corner will be the ending point.

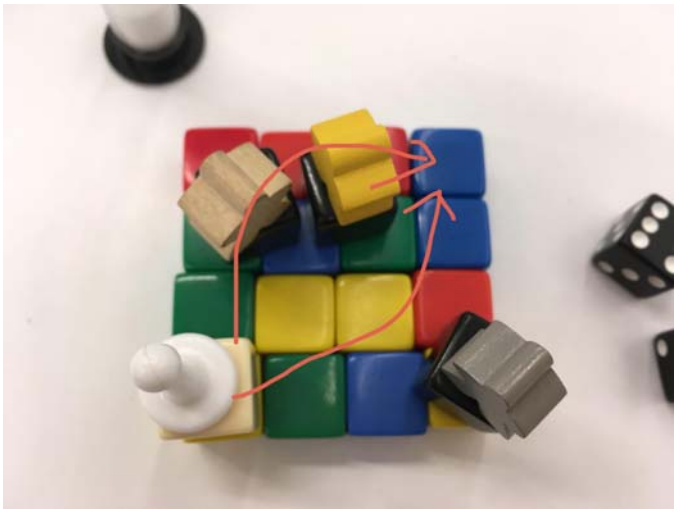




2. Then the **passenger** needs to use a finger or a pencil to push the white cubic to the ending point from the starting point.



- If the player, using their finger or pencil, **knocks down:**
    - the **meeples** during the process
        - The meeple along with the cubic that it stands on will be removed from the game immediately.
        - The passenger gets a time penalty. One meeple knock down = minus one time point (30 seconds).
    - the **passenger figure** during the process
        - he/she will also get the time penalty as well(knockdown once = minus one time point (30 seconds)). But he/she can put the player figure onto the white cubic again to finish this level.
- The **officer** is responsible for tracking the time when the passenger is passing through the level.
- The **passenger** does not need to go straight along the diagonal line.

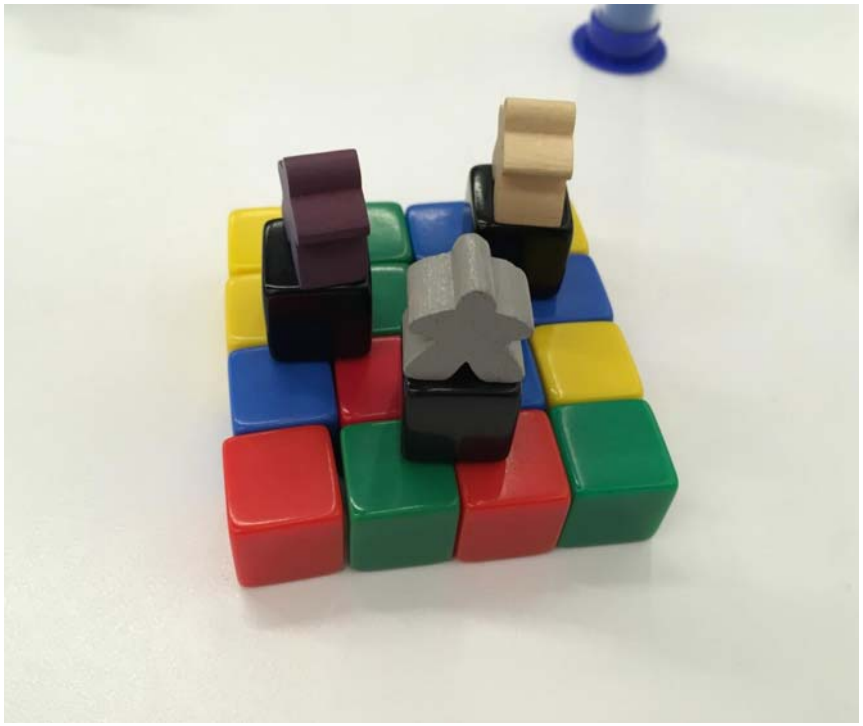


Level 2: Arrange your baggage for the security checking:

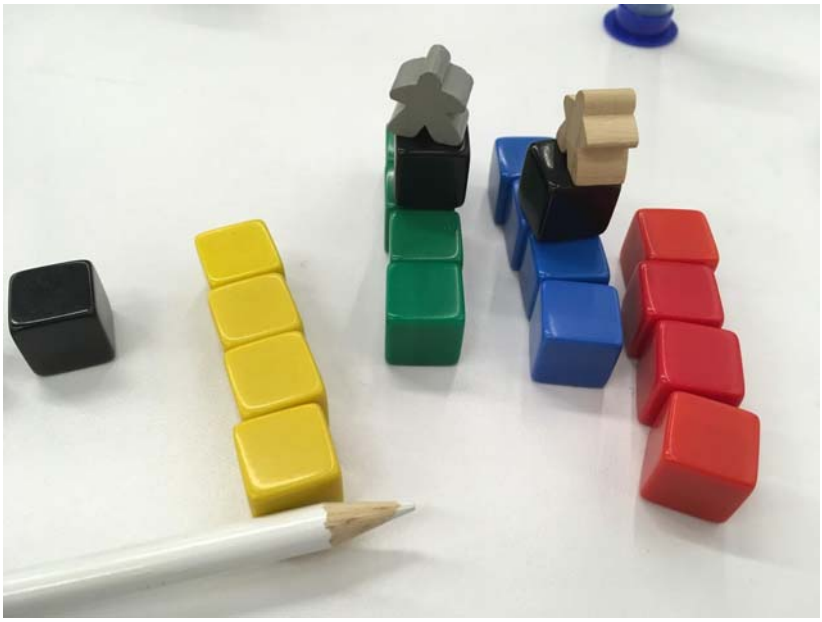
Officer Setup:

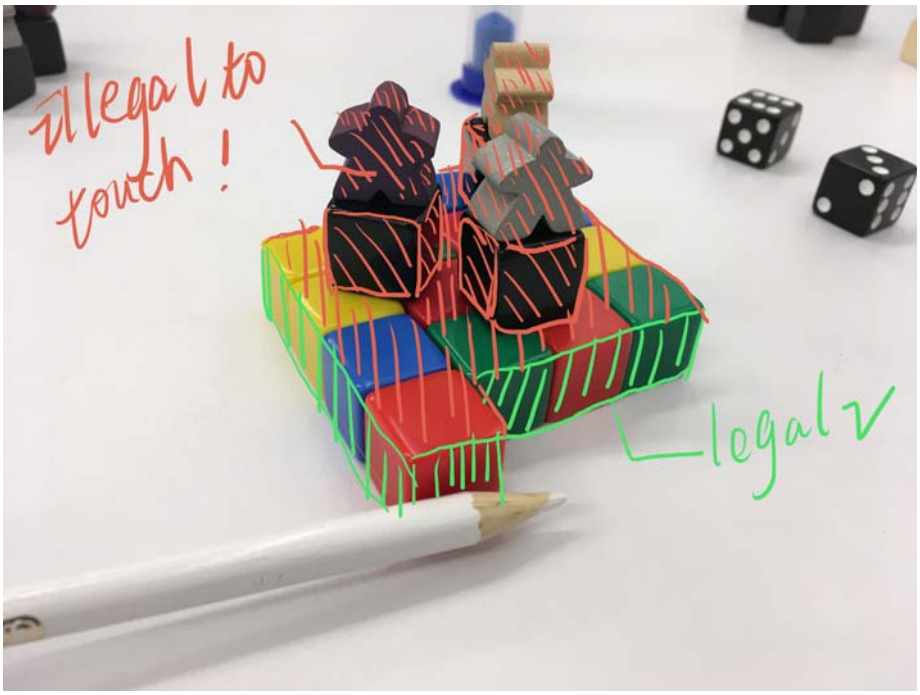
The setup is the same as the first level(officers should read the goal first to think about the setup strategy). But in this level, the officer has 1 minute to setup. Each 30 seconds over will give the passenger 1 extra time point. The knockdown penalty will be the same as the first level.





Passenger:

1. **Goal**
    - In this level the passenger need to arrange his/her luggage colored stage cubics in the same line for the security check by rearranging the stage.
    - In the end, each cubic is in a line with cubics of the same color.
    - 
2. Using their finger or pencil, they must push the **sides** of the cubics in any direction, to align each color. **The passenger can only push the colored stage cubics.Other cubics and meeples are illegal to touch directly.**



3. The knockdown penalty will be the same as the first level.

Level 3: Line up for boarding :



Officer Setup:

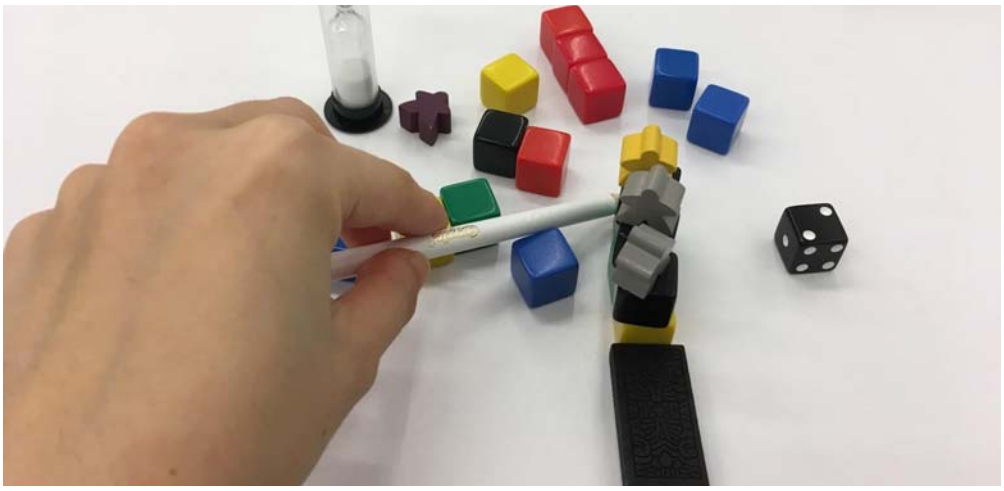
The setup is the same with first level(officers should read the goal first to think about the setup strategy). However, after the stage and meeples are set, the officer needs to place the **boarding gate** - the large square piece. The boarding gate should be **one** cubic away from the stage.

In this level, the officer has **30 seconds** to finish the setup. Overtime and knockdown penalties will be the same as the first level.

*Example is on the right->

Passenger:

1. **Goal:**
    - In this level the passenger needs to arrange other passengers, meeples, into a line, and then push the whole line towards the gate until the stage cubics touch it.



2. Using their finger or pencil, they must push the sides of the cubics in any direction, to align each color. **The passenger can only push the colored stage cubics.Other cubics and meeples are illegal to touch directly.**
3. The knockdown penalty will be the same as the first level.

Ending Game

If the passenger finishes the three levels within the time constraint (i.e. before all the time points are used up) he/she can win the game. Otherwise, the officer will win the game.