

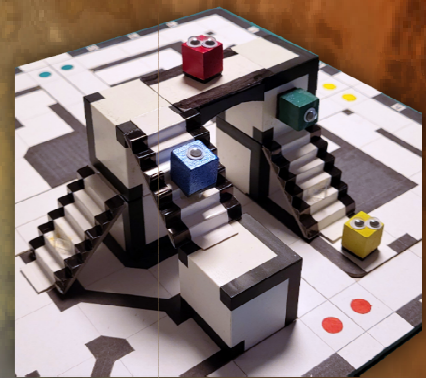
QUBICA

Qubica is a search game inside of a labyrinth that recalls the fantastic architectures imagined by Escher.

The free arrangement of towers, bridges, stairways and corridors creates ever-changing configurations.

Each player controls a team of three **Qubots**, two **Runners** and a **Triborg**, in order to find their own **Master Key** which will allow them to emerge victorious from the labyrinth.

The Triborgs of each team will try to hinder the opponents in order to delay their exit.






Ready for the maze... lead your Qubots to victory!

You can create your own world, go anywhere, cross corridors, climb stairs, cross bridges and stay vertical thanks to special bases



To increase variability, in Qubica the starting labyrinth is variable and has 98.304 combinations

 2-4  12+  45'

COMPONENTS

- 1 Board
- 24 cubes
- 4 bridges and 4 stairs
- 4 Master Keys
- 12 characters

Designed by: Paolo Scattini
Developed by: GAM eStudio – Italy



©2023 P.Scattini and GAM eStudio
All right reserved
contact: info@gamestudio.it

There are many actions available to counter your opponent and once you have collected your Master Key your Qubots will have to try to be the first to get out of the maze.

