# The Graphic Guidebook to Cube Placement

**UNFOLDED CUBES:**

This picture shows each of the 7 Cube types "unfolded" to show the relationship between each Cube face.

Note that the Doorway and Ornamental images are not "flippable." They have a definite bottom and top.

When making your own set of Cubes, it is important to keep these relationships exactly as shown.

Cornerstone   Doorway   Single Window

Chimney   Ornamental   Double (Corner) Window   Staircase
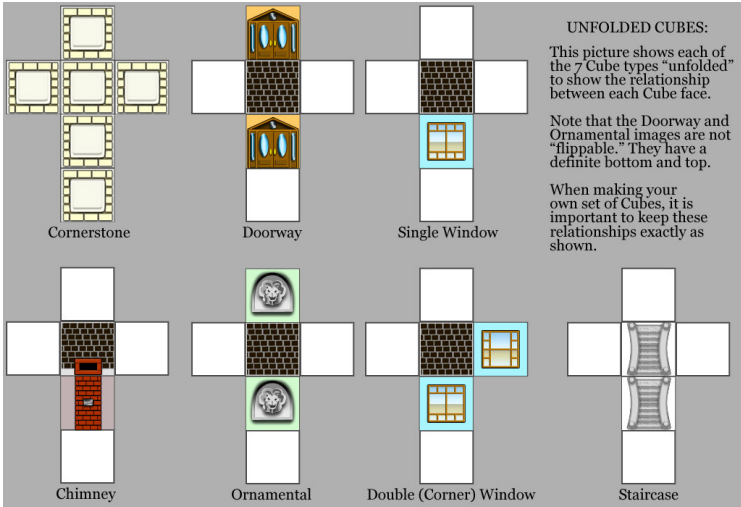
The image to the left shows what each of the seven type of cubes look like when they are "un-folded." Most noteworthy is that the Doorway and Ornamental Cubes can be rotated to show Roof or blank face on the top of the Cube. However, there will always be an upside-down face on the back of the Cube. While this is allowed, at the end of the game upside-down faces are penalized, so these faces will need to be blocked by other Cubes.
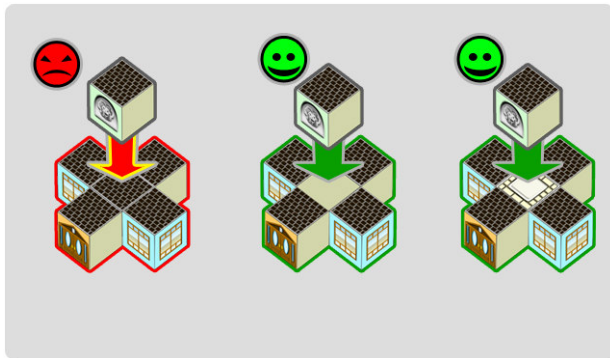
When stacking Cubes, a player can only place a Cube on top of a Blank face or a Cornerstone face.
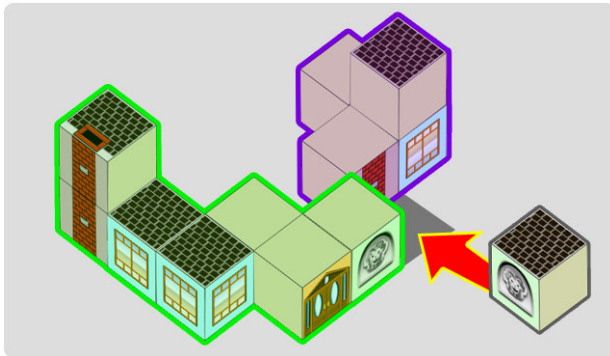
A single Cube on the Plot of Land is considered a house. A house can contain multiple Cubes when they are placed horizontally or vertically next to each other. Diagonals DO NOT connect Cubes into a single house.

In the example to the left, if the Ornamental Cube is placed as shown, the green shaded house and the purple shaded house will combine to form one house.
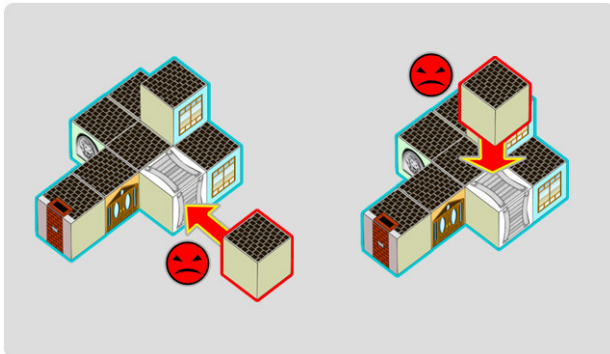
When placing Cubes, players are allowed to cover up all side faces that show features EXCEPT for Staircases. A player never allowed to cover up a Staircase face.
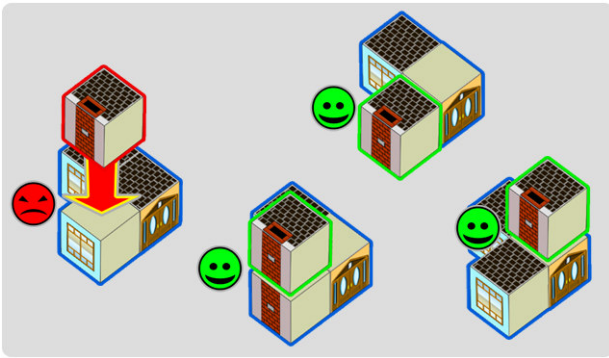
When placing Chimneys, Chimney's cannot be placed such that their side face "leads" to a side face on another Cube that is not a Chimney face.

Side face Chimneys must lead on to the ground, must lead to another side face Chimney, or lead on to a Roof of a neighboring Cube that the Chimney Cube is stacked on.

As always, Chimney Cubes must be placed on a Blank face when stacked on another Cube.
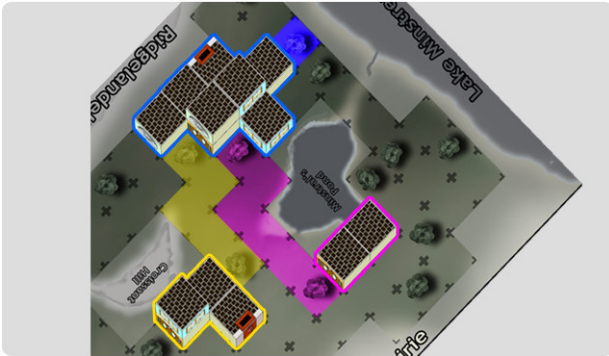
Calculating distances between houses or edge views is always done using the shortest path possible. Distances do not have to be calculated from Doorways; they can be calculated from any Cube in a particular house. Distance paths cannot be "drawn" diagonally, and must only be drawn through Grid Squares and around Croissant Hill and Minstral's Pond.

In the example to the left, The blue Manor is:
One space away from the Lake.
5 spaces away from the yellow Guest House.
6 spaces away from the pink Servant's Quarters.
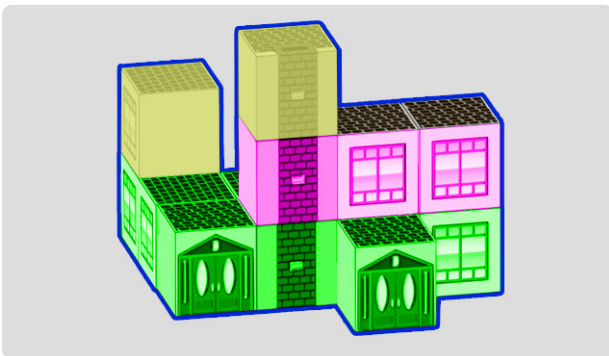
Any two Cubes that touch each other are considered to make a Floor. Single Cubes do not count as a Floor.

The example house to the left shows a Two Floor house. The green floor is the first floor, the pink floor is the second floor. The Cubes in yellow do not count towards Floors since they are single Cubes.
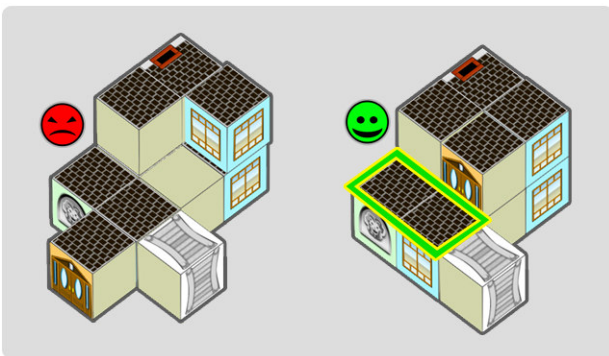
A Terrace requires one or more Roof faces that can be accessible by a Staircase face and a Doorway face. The size of the Terrace is the amount of continuous Roof faces.

The house on the left does not have a Doorway that opens up, therefore, it is not a Terrace.

The house on the right has a Staircase that leads up to the Roof, and a Doorway that opens to the Roof. It is a Terrace that has a size of 2.
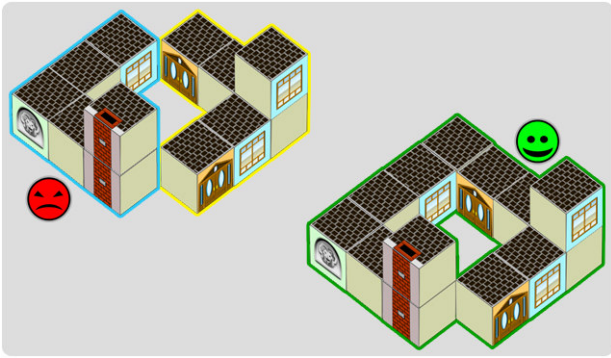
A Courtyard is an area of empty spaces that is completely encompassed by cubes in a single house, and the house must have at least one Doorway that leads into the Courtyard.

In the example to the far left, the left image does not show a Courtyard because the area of Spaces is surrounded by 2 houses.

In the near left, by simply adding a cube at the top corner, both houses have merged to form one house; the area of spaces in the middle is now totally encompassed by a single house, and there is a Doorway face looking into it. This is a Courtyard with the size of 4, since there are four Grid Spaces that make up the Courtyard.
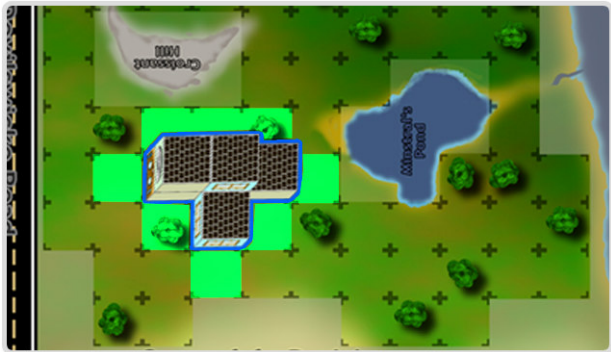
When determining things that are 1 space away from a house, the mantra "diagonals don't count" applies. The green highlighted areas show all of the appropriate Grid Spaces that are 1 space away from the house.

In the example to the left, there are 2 trees within 1 Grid Space of the house.