

PRIMO

Cubetto and the Lost Balloon

Book 



A special note:

The journey will be difficult, and Cubetto may require your help to complete some very tricky algorithms. Make sure you prepare first by learning how to move Cubetto in all directions: forwards, left and right! Once you feel comfortable travelling with Cubetto, you are ready to begin.



**For tips & hints on using
the books & maps, visit
primotoys.com/resources**

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Illustrations by Momo

Set-up:

These cards will be the objectives of each task. Collect numbers '1' through to '8' as you navigate Cubetto through his adventure!

What you will learn:

For this adventure, you will be learning to think on your feet with our new friend, the random block!

Unexpected twists and turns await, and no 'random' adventure is ever the same. After using the random block, remember to clear the Board after every use!

Good luck!

	A	B	C	D	E	F
1		8				
2						
3		7		1		4
4			6	3		
5		2				
6				5		

After a lot of studying, Cubetto aced his maths exam! Dad has brought him for a special treat to celebrate: a hot air balloon ride!

Cubetto peers over the side of the tall wicker basket. The ground falls quickly away. A rush of hot air blasts against his face as they lift into the air.

“Seems like a gusty day. Hope it doesn’t affect our trip!”
Dad comments.



It’s a very windy day. Cubetto may make some unexpected moves, due to our new friend: the random block! The random block can make Cubetto move in every possible direction. For now though, use any blocks to get to the balloon!





“Good morning gentlecubes, we are now cruising at a height of 200 metres”, introduces Owlay Longhay, Cubetto’s trusty pilot for the day.

Wind sweeps cotton candy clouds out towards the mountains to the west. A pigeon soars high in the sky.

Owlay tugs a thick cord. “Take a look down boys.” Owlay yawns as another gust of wind rocks the basket side to side.



The wind is strong and the balloon rocks with it! Put a random block on the Board and press the “Go” button. Now clear the sequence and have Cubetto reach the clouds!



From this height they can recognise the paths and gardens of the city zoo. Cubetto spots the shape of a bear sunning himself on a rock.

A whip of wind sweeps a green balloon free from a stand. It seems to be blowing from every direction!

Suddenly the group feel the balloon shift swiftly to the edge of town.

Cubetto looks to their pilot to quell his nerves, but Owlay is asleep! “DAD!”



A strong gust knocks the balloon from side to side. Use a random block. See if you can help Cubetto and his dad get to the zoo safely!



Cubetto's dad looks to Owlay.
"Oh no Cubetto! Owls are nocturnal - no wonder he's asleep!!"

"Guess all we can do is enjoy the view for a bit." Cubetto's dad peers over the basket to the view below.

"LOOK DAD!! The port! I can see your office! And there's Ms Palla in her silly hat!!"
Cubetto's worry gives way to excitement.



Put TWO random blocks on the Board and press the "Go" button. Now, head to the port!



Suddenly without warning,
another blast of wind takes
the crew by surprise.

“OH!”

Cubetto lets out a gasp, but
his dad is lost in the beautiful
landscape below.

“Look at the Old Town
ruins from up here Cubetto.
They’ve never looked so
grand!”

The sun casts a shadow on
the pillars, making them look
like a sundial on the ground.



Move Cubetto two blocks west, then
use a random block.

Clean the sequence and try to re-find
the route to the ruins!



WHOOOOSHHH...

With surprising speed the balloon spins westward and heads quickly to the mountains.

They are going over the snowy mountaintop!!!

“DAD! We have to wake up Owlay!!” Dad shakes the pilot, but only a soft snore comes out.



Move north one square, then use one random block.

Navigate your way back to the snowy mountaintops!



There's nothing they can do!

As they cross the sun-kissed peak, a vast desert stretches out below. "How will we ever find our way back?" Cubetto is on the verge of tears.

At just that moment, a majestic pigeon soars by. He circles the basket twice.

Dad has an idea. He knows just what to do!



Place two random blocks on the Board and press "Go". Now, clear your sequence and follow that pigeon!



**“FOLLOW THAT BIRD!
He knows the way home!”**
Suddenly, Owlay snaps
awake.

With a quick twist of his
head, he tugs the thick rope.
The basket sways left, then
right, and begins to head
back over the mountaintop.

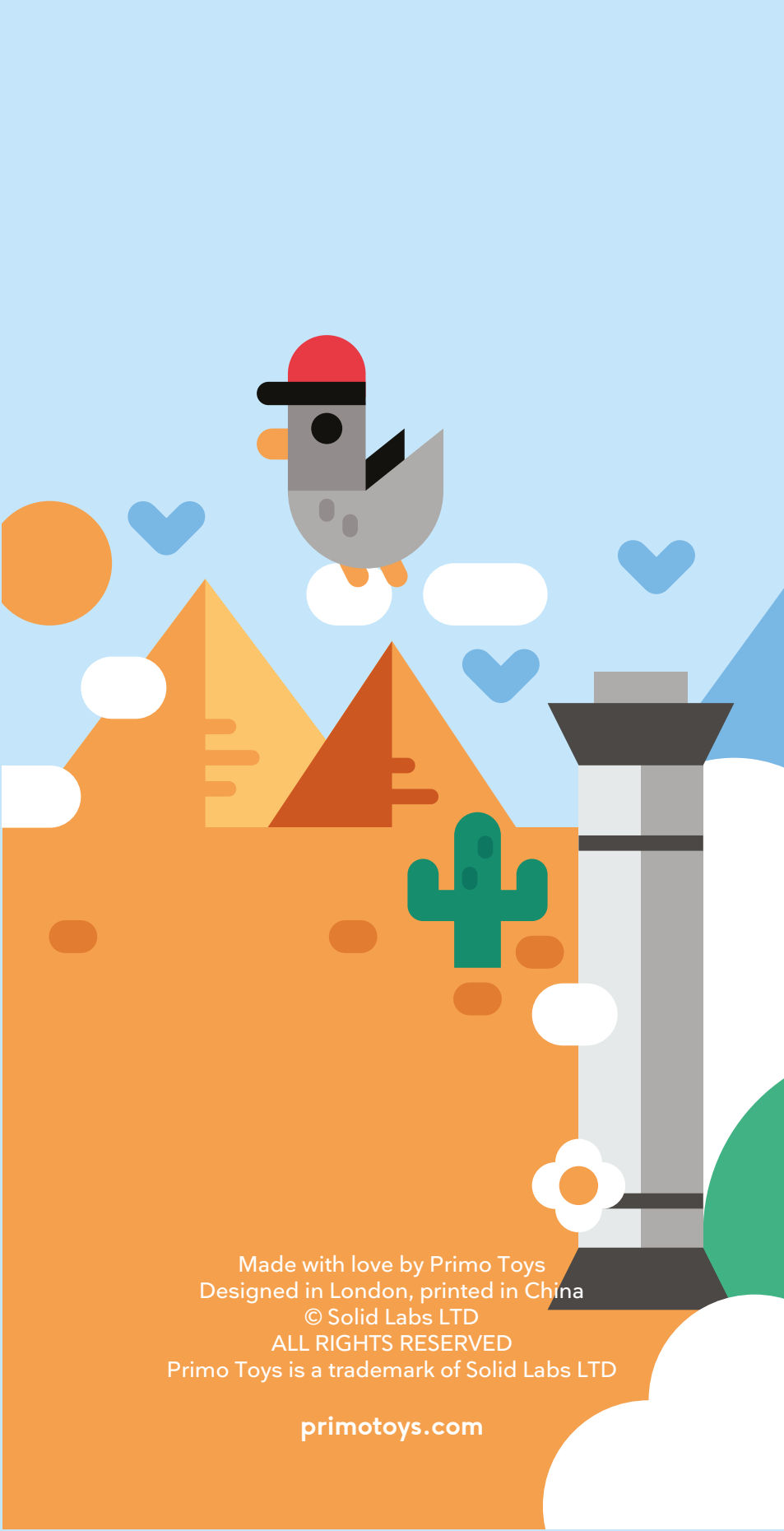
The town below looks like
a paper map. Cubetto can
make out the neighbourhood.

“OUR HOUSE!” Cubetto
giggles in relief. Home at last.



Go east two squares and place two
random blocks on the Board. Press
“Go”. Clear your sequence and help
Cubetto find his way back home!





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