

PRIMO

# Cubetto's Spring Break Adventure

By Reid Bingham





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Story by Reid Bingham  
Illustrations by Momo





Cubetto is on Spring Break!  
Woohoo!  
He wakes up and decides to  
go for a swim.



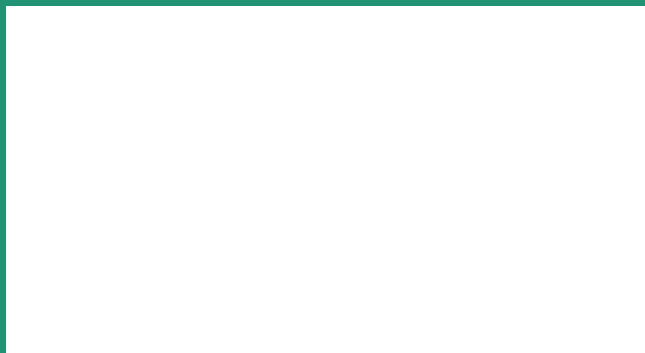
Starting on the Compass and Facing South, get Cubetto to water

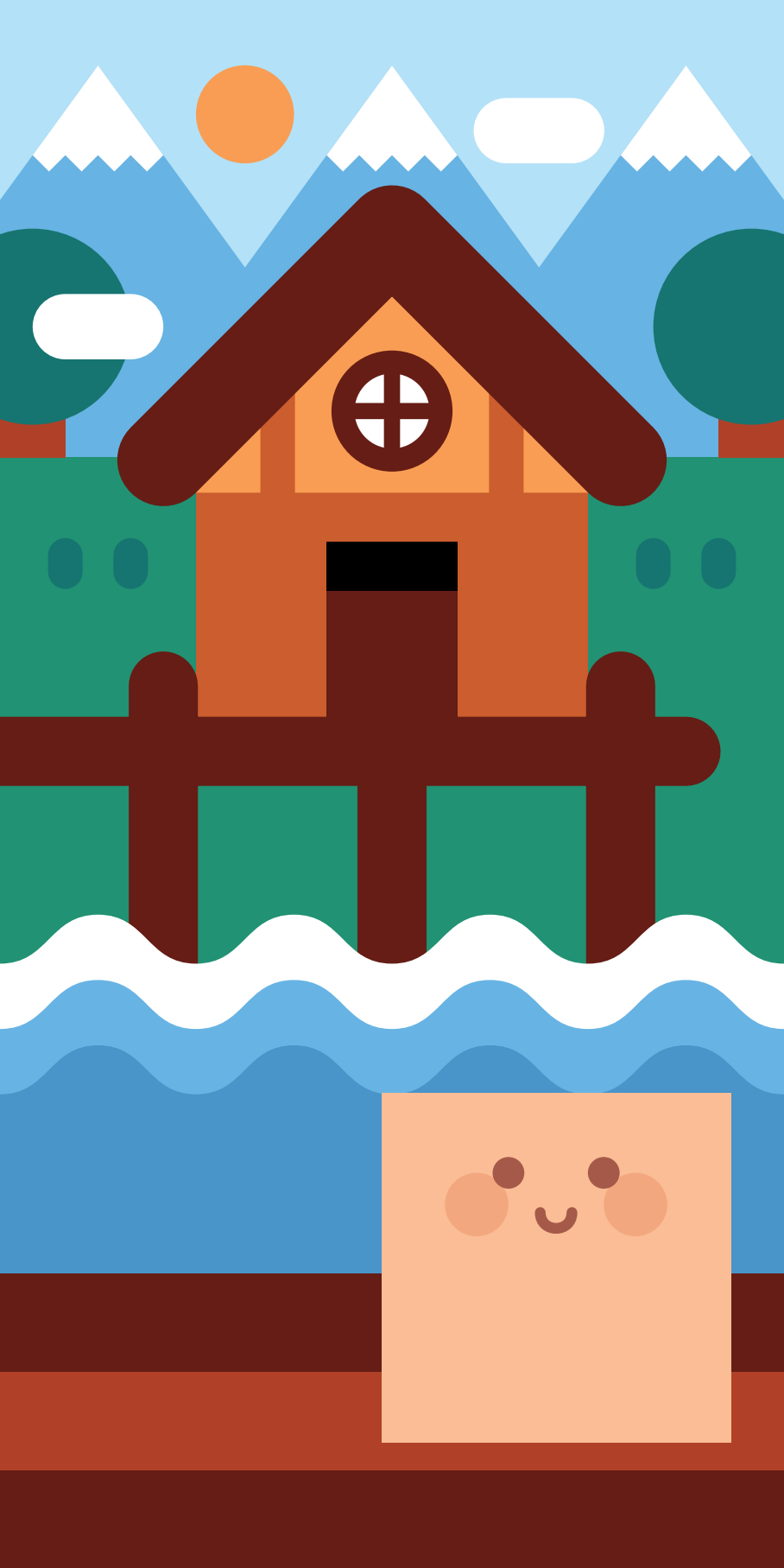


Your Pieces:



Draw Your Program Here:




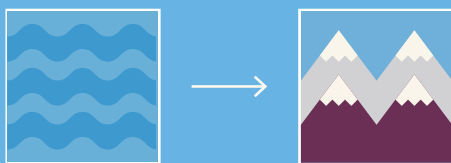


After a nice swim Cubetto wants to go for a hike.

He decides to head to the mountains!

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 Starting on the Water (A4) and Facing South, get Cubetto to the Mountains (C4).



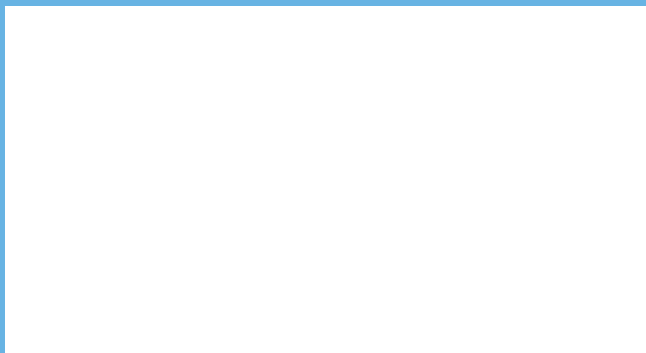
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 Your Pieces:



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 Draw Your Program Here:





Now Cubetto wants to hang out with his friend Quincey.

So he heads over to their house to pick them.



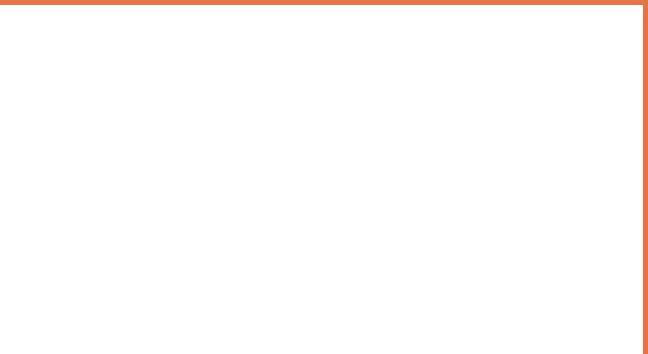
Starting on the Mountains and Facing East, get Cubetto to Quincey's House (D3)



Your Pieces:



Draw Your Program Here:



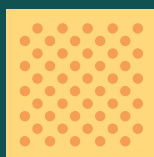




Cubetto wants to go to OliOli  
but Quincey wants to go for a  
swim...  
so they decide to do both!



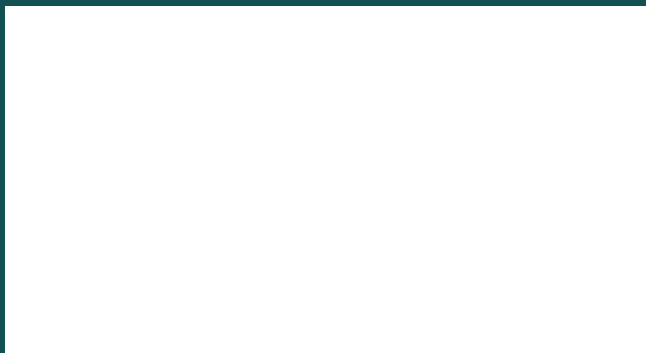
Starting on Quincey's House (D3) and facing North get Cubetto and his pal to travel through 2 squares of water and end on OliOli (E2).



Your Pieces:



Draw Your Program Here:

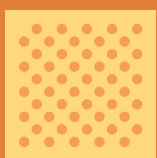




# Cubetto and Quincey need to change up for their next adventure.



Starting on OliOli (E2) and facing East, go to the Castle (A5) without touching water.



Your Pieces:



Draw Your Program Here:





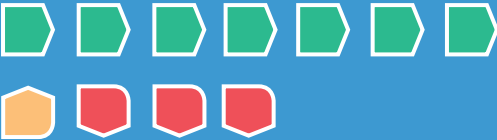
# Cubetto and Quincey want to go on a boat ride with their buddy Quacky McDuckerson.



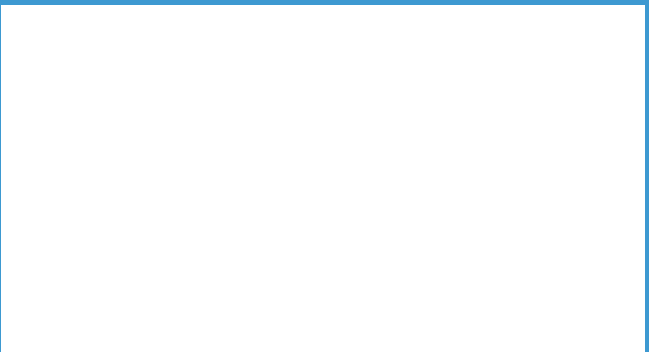
Starting on the Castle and facing West get Cubetto and his friend to the Boat (F3) without touching water.



Your Pieces:



Draw Your Program Here:



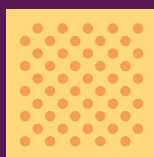


After their boat ride Cubetto and his friends got seasick!

They decide to go to movies to relax but they feel like they are walking funny...



Starting on the Boat and facing East get Cubetto and his friends to the Cinema (D1)



Your Pieces:



Draw Your Program Here:



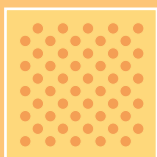




Still feeling turned around, Cubetto and his buds decide to get some food, hoping that will make them feel better.



Starting on the Cinema (D1) and facing South, get Cubetto and his buds to the McBurger Hut (E4) without touching water

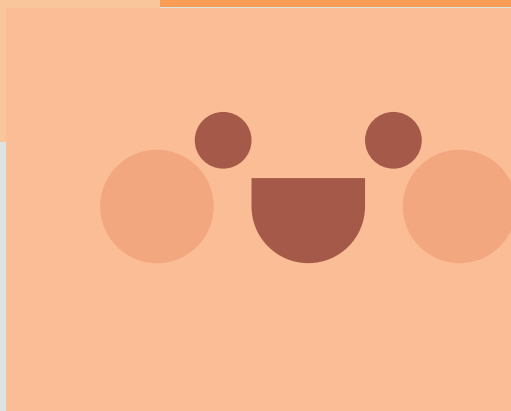
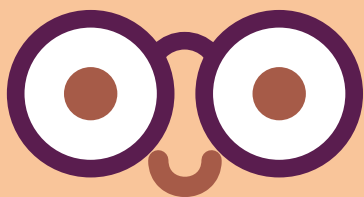
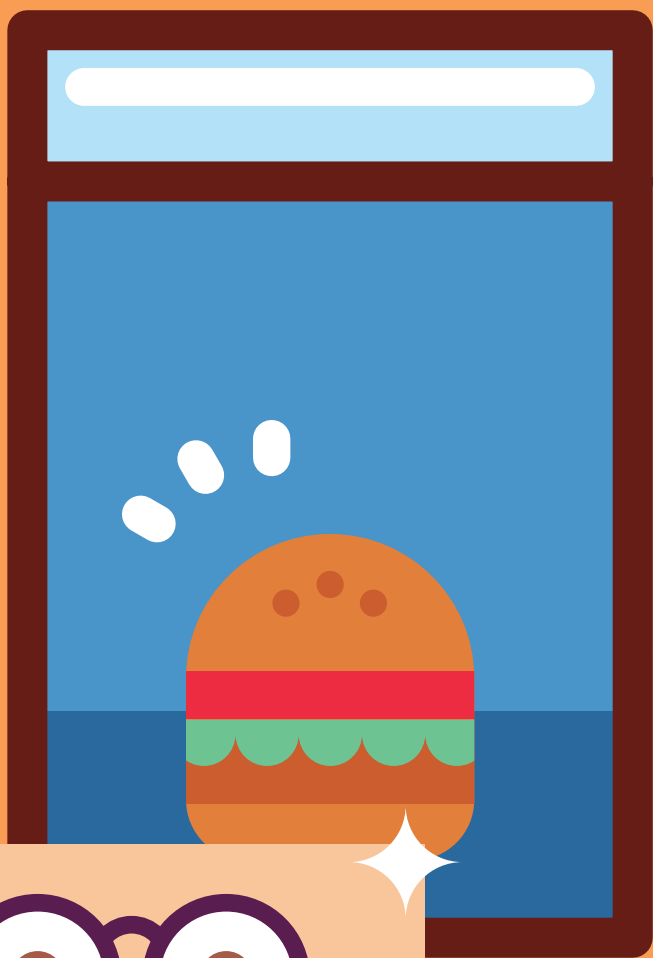


Your Pieces:



Draw Your Program Here:





MERP...

Cubetto, Quincey, and Quacky ate waaaaay too much and Quincey realized he has to go home right away.

With such full bellies they are walking very funny now.



Starting on McBurger Hut (E4) and Facing West, Drop Quincey back at home on Y

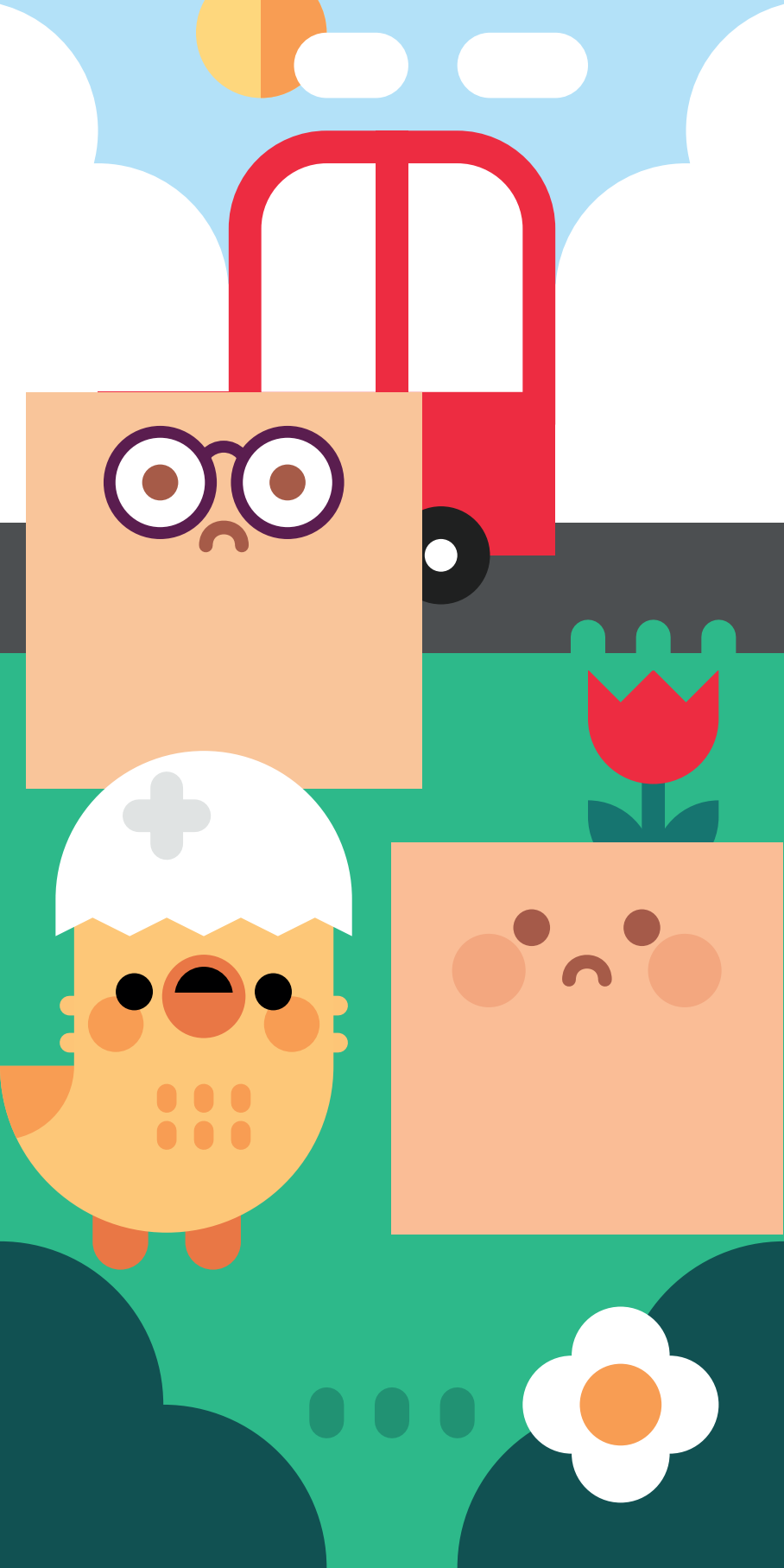


Your Pieces:



Draw Your Program Here:





# It's late and Quacky

McDuckerson also has to get back home to his boat, so Cubetto drops him off as well.



Starting on Y and facing North, get Cubetto to the Boat.



Your Pieces:



Draw Your Program Here:







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