

miQube™

STRATEGIC BOARD GAME & CHALLENGING PUZZLE

miQube™ Board Games

You can play four different board games with 12 of the pieces from the miQube puzzle. Before you begin, set aside piece 13 (shown overleaf) and read the following instructions.

THE DIE has the usual six sides. However, instead of numbers, each side features one of six different colors.

THE COLORS are red, blue, green, yellow, black and white. Overall no color is represented more than another, so there's no advantage to having one color rather than another.

THE BLOCKS are small cubes with one of the six colors on each face. Each block is the same size as a square on the board.

THE PIECES are different, irregular shapes. Some pieces can stand alone but others can't. When you have one of these pieces, you cannot hold it in place. It must be supported only by another piece already on the board.

When you're placing your pieces, you need to take a bird's-eye view — what counts is what you see from above. Colors facing sideways or down do not score.

THE BOARD is made up of 36 clearly marked squares — similar to a chess-board. Each of these squares is considered to be your territory when your upwards-facing color covers it.

STRATEGY varies from game to game. You can rest your piece on another one; use it to cover part of an opponent's piece; perhaps even slip part of it underneath another piece. Sometimes, the best

strategy is to cover an opponent's color with a color other than your own.

You can complete a game in two minutes or twelve. It can be simple, fun and quick for younger ages. For adults, it becomes more challenging, frustrating and exhilarating as your mastery increases.

TIMING is another dimension. If you can't place your piece within one minute, you forfeit your turn.

TOURNAMENTS are a further challenge. Once you've mastered the board games, you'll be ready to mount championship challenges. You can;

- Select one game and play the 'best of three', or
- Select any number of different games to play one after the other. The first player to win any five games is the champion. The games you choose to include in this tournament will be dependent on the number of players.

miQube™ Domination

For two, three or four players.

The object of this game is to dominate the board with your color by covering the largest amount of the board's surface.

Place the 12 pieces in a pool and decide who will go first.

Each player's color is decided by a throw of the die. If a color comes up that has already been taken, throw again. Once every player has a color, the game can begin.

The first player selects a piece and places it on the board, providing;

1. The piece can stay upright in place without being held by the player placing it.

miQube™ Puzzle

To solve this puzzle you must fit together 13 pieces to make a perfect six-sided cube. Each side of the cube must be a different color.

Each of the 13 pieces is made up of small blocks that have been joined together to form a different-sized, irregular shape. The face of each of the blocks features one of six colors — red, blue, green, yellow, black or white.

The finished cube will measure four blocks wide by four blocks deep by four blocks high.

There is only one solution!

2. At least one surface of the piece touches the board.
3. Every part of the piece sits within the boundaries of the board.

The next player then selects a piece and also places it anywhere according to the same three rules and without moving a piece that's already in position. You could, for instance, place your piece next to an opponent's, over it, around it, under part of it or anywhere else on the board.

You don't always get the most benefit by simply covering an opponent's colors with your own. Sometimes it's a better strategy to block future moves. Nor do you have to place your color face up. Depending on the remaining choice of pieces, sometimes it's better to cover as much of your opponent's color with whatever other color you can. Naturally, it's preferable to do this with colors that don't belong to any of the other players.

If you cannot place the piece you selected, you must

return the piece to the pool and forfeit your turn. You cannot select a substitute piece.

And so the game continues until all the pieces have been used or no more will fit on the board.

The player with the highest number of his or her colored dots facing up wins.



PIECE 13

Set this piece aside when playing miQube board games — you only need the remaining 12 pieces.

miQube™ Advance

For two, three or four players.

The object of this game is to advance your color across the board and take over the most territory.

The basic rules are the same as for Domination, but with the following variations:

- You must place your first piece so that it covers one of the corner squares on the board. From there, you will advance out towards your opponent(s).
- On following moves, you must connect at least one block of your new piece directly (color to color) to at least one block on one of your already placed pieces.

Territory is determined by more than covering a board square with your color. You also occupy territory that you completely surround. The board edge counts as one of the boundaries.

You are the winner if at the end of the game you have advanced upon more territory than your opponents.

miQube™ Connect Five

Only two players can compete in this game.

The object is to place your pieces so that they form a chain made up of five of your colors in a row. The chain can be straight or diagonal — colors are considered to be in line, even if they are on different levels.

The basic rules are the same as for Domination, but with the following variations:

- The first piece placed on the board must cover at least three of the four middle squares of the board.
- If you place a piece with a color other than your own facing upwards, it does not have to touch the

board's surface. You can place it directly across another piece.

You win if you are the first player to create a chain made of five of your color.

miQube™ Gridlock

For two, three or four players.

The object of this game is stop other players from placing their pieces.

The basic rules are the same as for Domination, but with the following variations:

- The previously discarded thirteenth piece is brought back into use. However, it does not go into the pool.
- One throw of the die determines the color for the game for everyone.

- Players take turns to select one piece from the pool, until they have the same number of pieces.
- The last player to select a piece, places the thirteenth piece, anywhere he or she likes on the board, with the game color facing up. Then the game begins.
- Each piece must be placed so that the game color faces up.
- If you cannot place one of your pieces, you forfeit your turn and play continues.

The last player to successfully place a piece on the board is the winner.