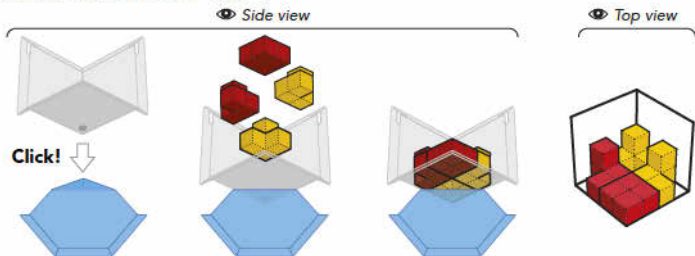




GAME RULES

Before you start a 2 player game or the 1 player challenges, create your game board: Open the case in two parts and, place the blue base on the table with the small opening on top. Then insert the corner of the transparent cube in this opening. Push carefully until you hear a "click".



2 PLAYER GAME

Setup

Each player uses the 8 playing pieces in one colour (red or yellow). Both sets are identical.

Object of the game

During the game players alternate turns to build a cube. The player with the most squares in their colour on the 3 top (exposed) sides of the cube wins.

How to play

A player is chosen to start the game and players alternatively take turns placing one of their own playing pieces in the game board.

Placing a piece:

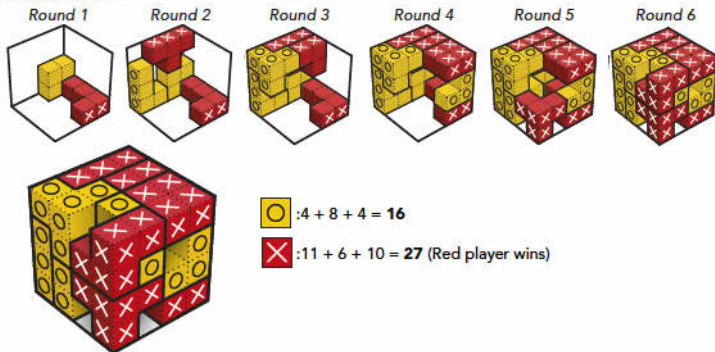
- Pieces must be aligned with the square faces of the game board.
- Pieces must be placed in a stable position so that they do not tip over or make previously placed pieces fall.
- Pieces must be placed inside the game board, which can hold a cube with a maximum size of $4 \times 4 \times 4$. Pieces cannot extend outside this zone.
- Previously placed pieces cannot be moved - even temporarily - in subsequent turns. Players must work around the existing form as they place their pieces.

When a player cannot place a piece according to these rules, they pass their turn.

End of the game

The game ends when both players can no longer place a piece according to the rules. The players count the squares in their own color on the 3 top sides of the cube, and whoever has the most wins the game.

Example game:

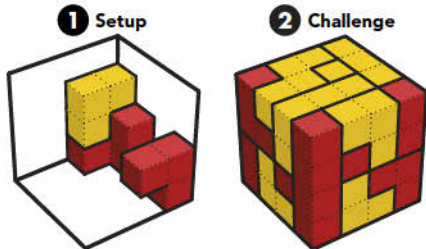


1 PLAYER CHALLENGES

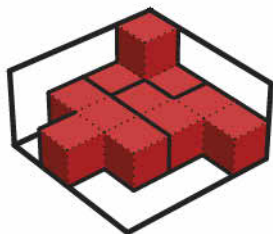
Before you start the 1 player challenges, create your game board, remove all playing pieces from the game board and choose a challenge.

- 1 Place the starting pieces on the game board as shown in the setup. Some challenges don't offer a setup. Start these challenges within an empty game board.
- 2 Place the remaining pieces on the game board so that they match both the colour and shape as shown in the challenge.
 - Starter and Junior challenges only use the 8 red coloured pieces to create half a red cube ($4 \times 4 \times 2$).
 - Expert, Master and Wizard challenges use all the 16 pieces to create a full red & yellow cube ($4 \times 4 \times 4$).
- 3 There is only 1 solution for each challenge, which can be found at the end of the booklet.

👁 Top view

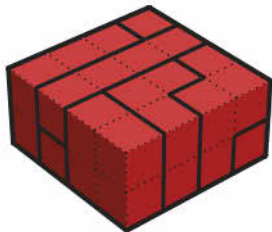


Setup

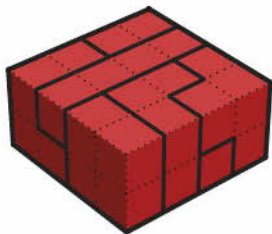
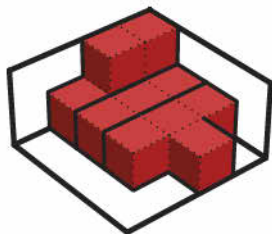


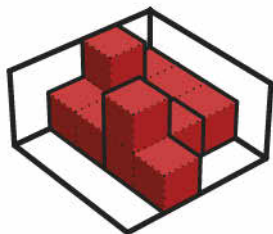
1

Challenge

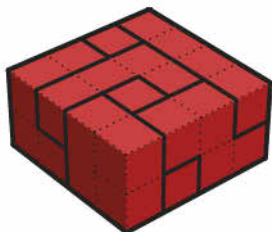


2

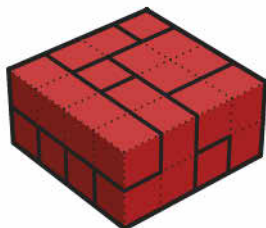
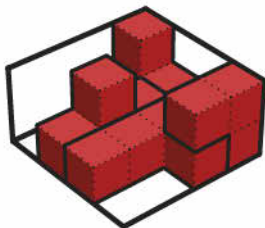




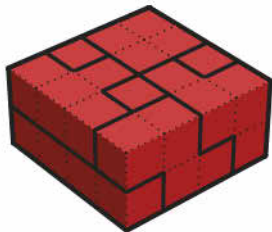
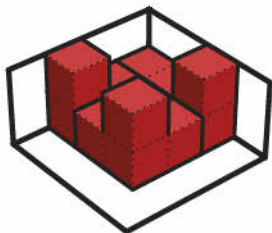
3



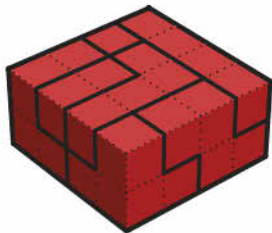
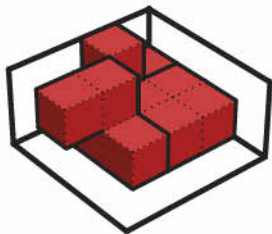
4

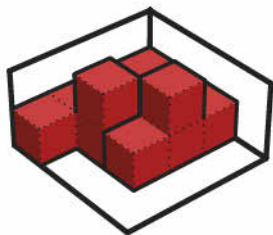


5

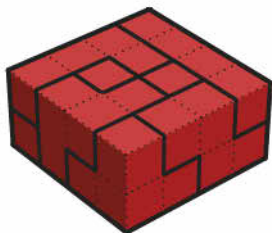


6

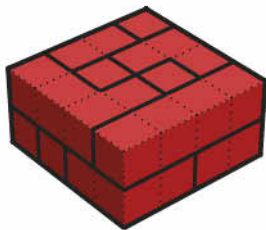
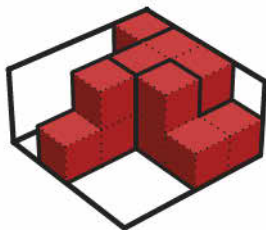




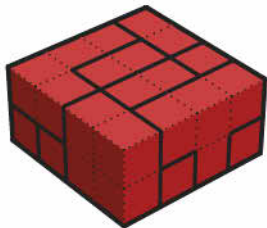
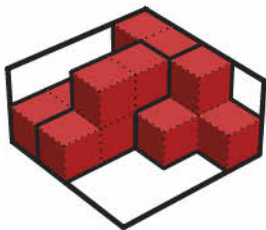
7



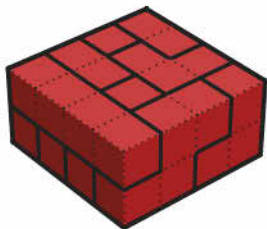
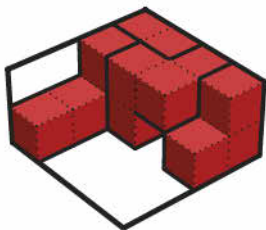
8



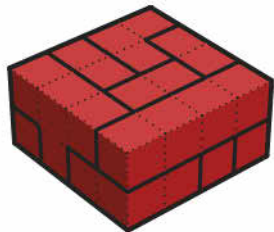
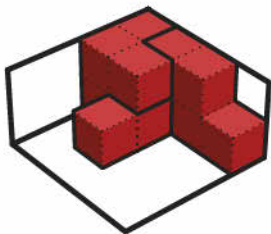
9



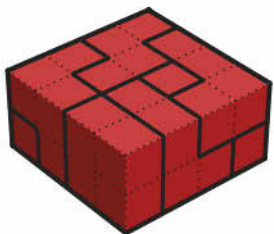
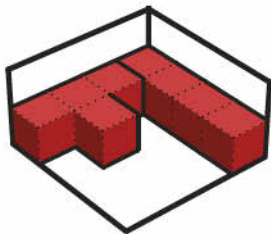
10



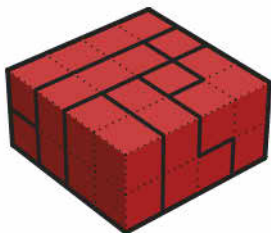
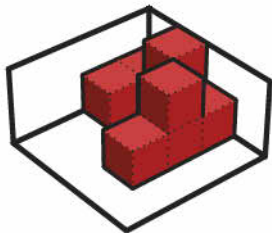
11



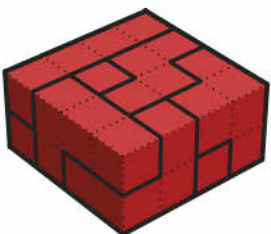
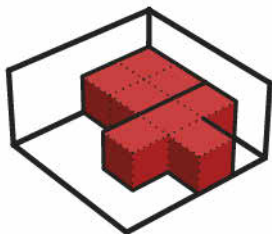
12



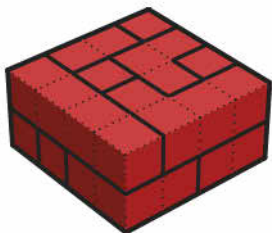
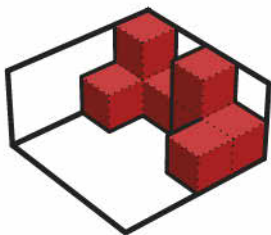
13



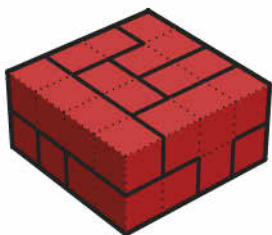
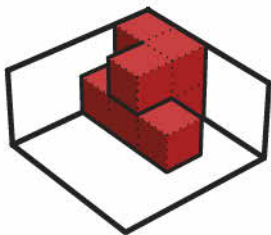
14



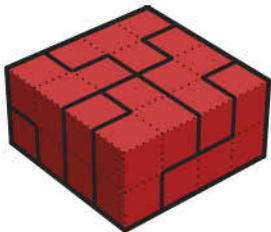
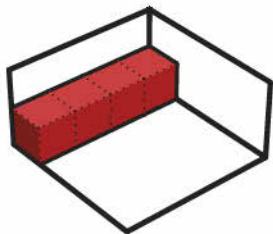
15



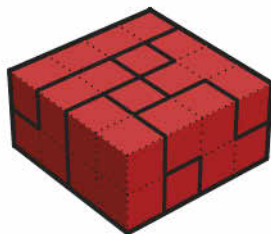
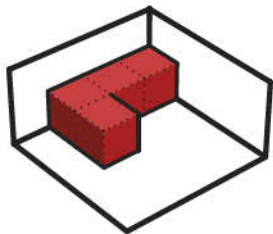
16



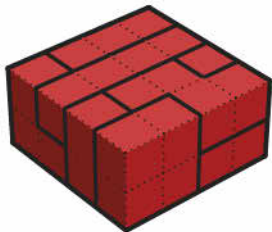
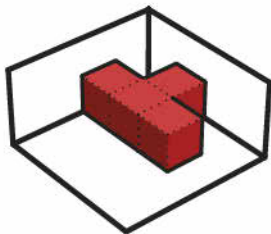
17



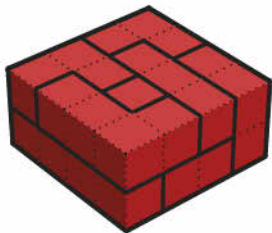
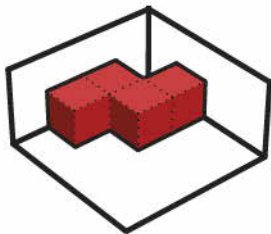
18



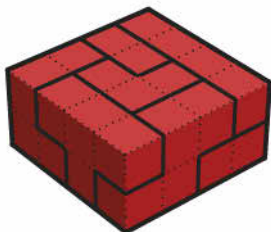
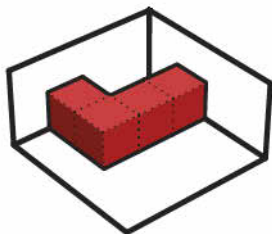
19



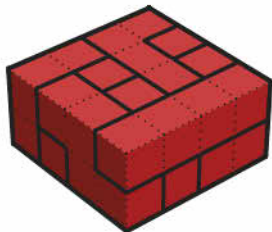
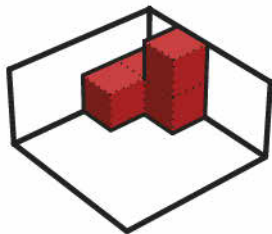
20



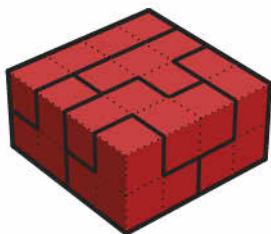
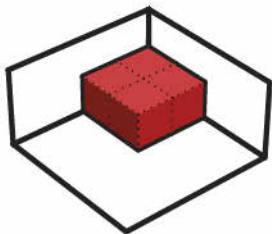
21



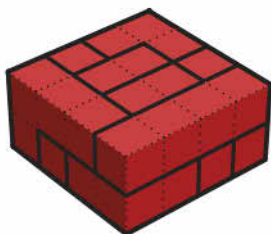
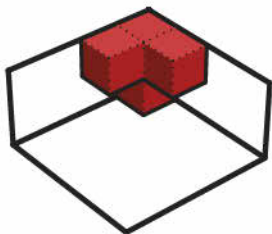
22



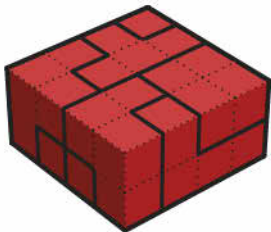
23



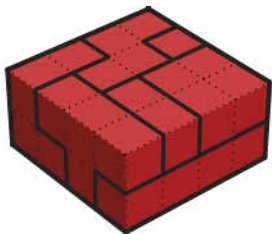
24



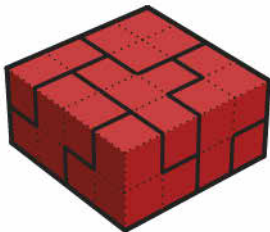
25



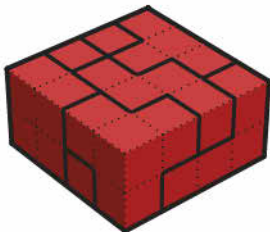
26



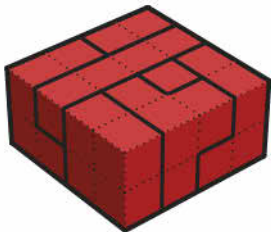
27



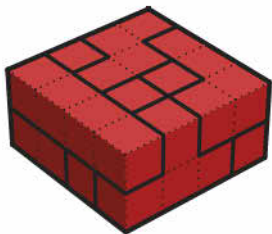
28



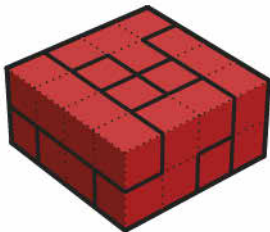
29



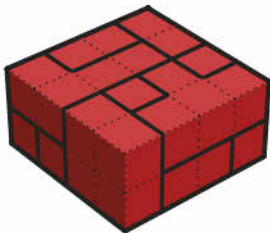
30

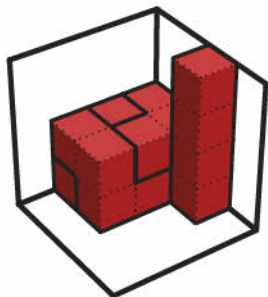


31

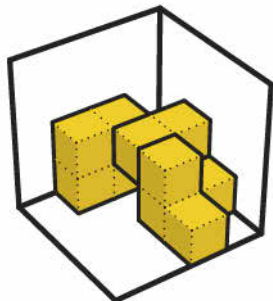
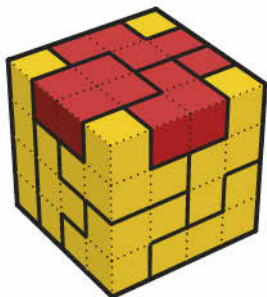


32

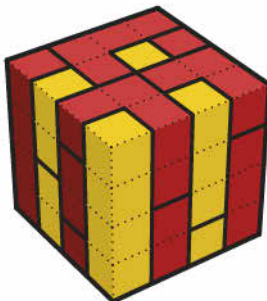




33

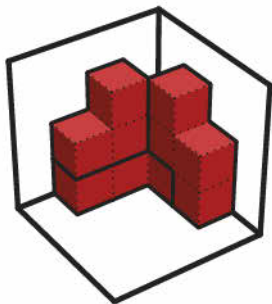


34

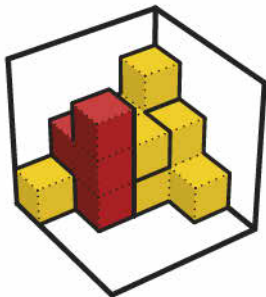
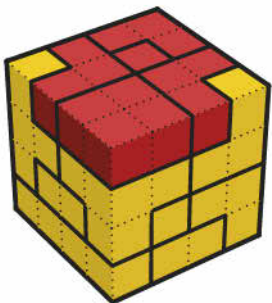


EXPERT

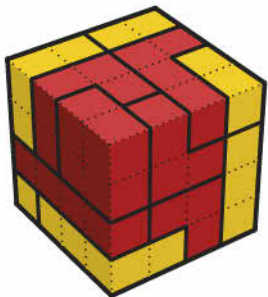


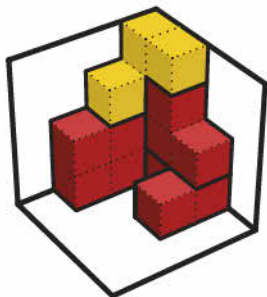


35

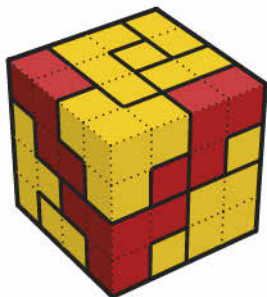


36

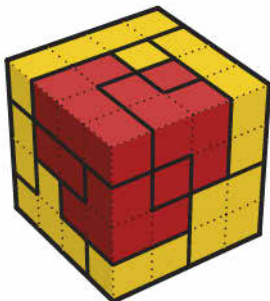
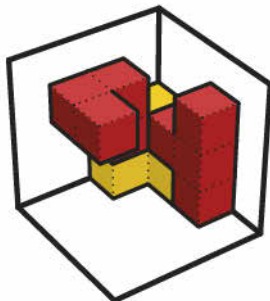




37

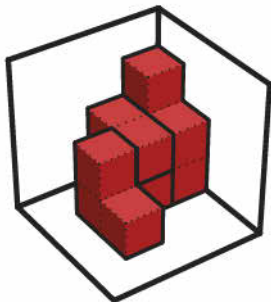


38

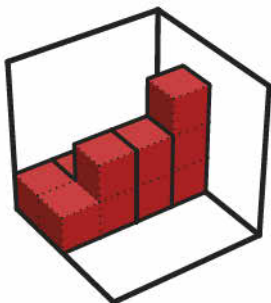
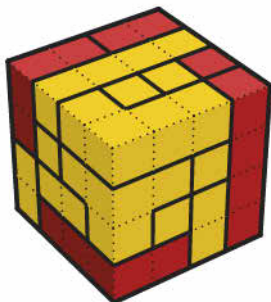


EXPERT

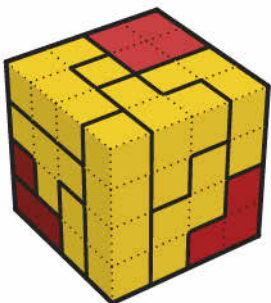


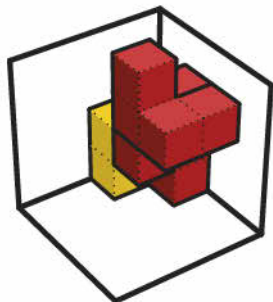


39

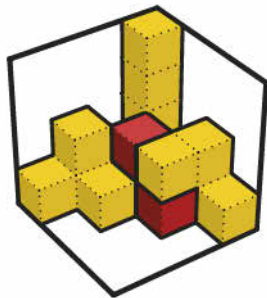
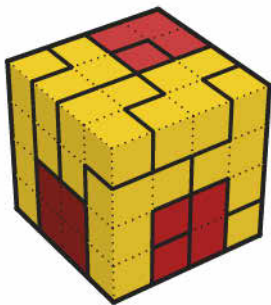


40

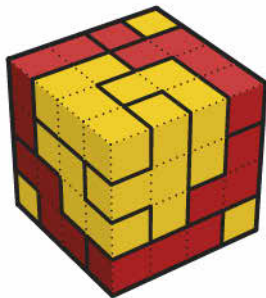




41

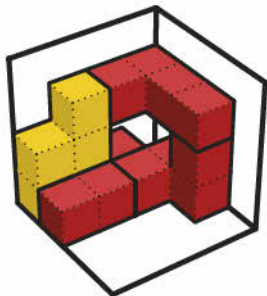


42

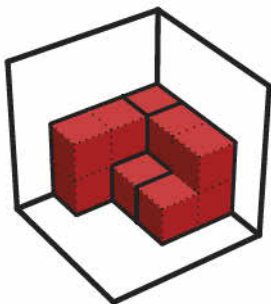
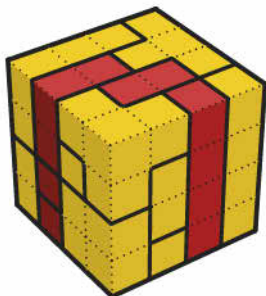


EXPERT

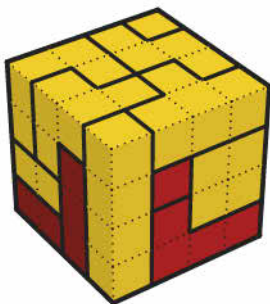


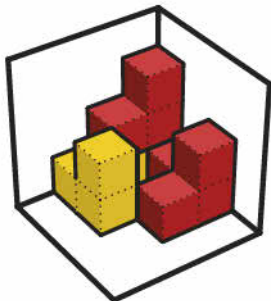


43

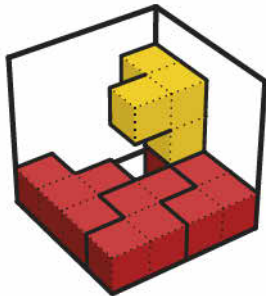
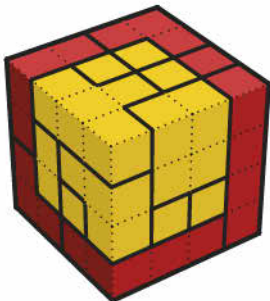


44

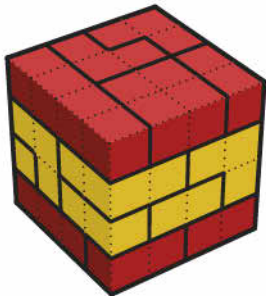




45

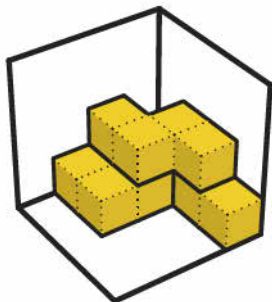


46

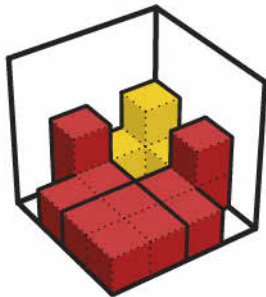
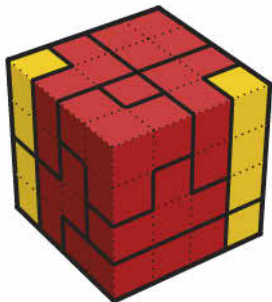


EXPERT

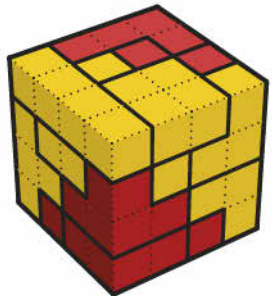


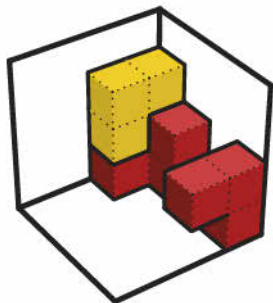


47

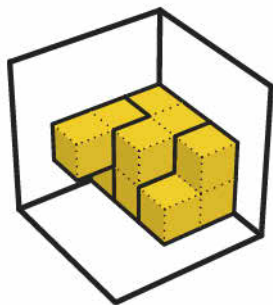
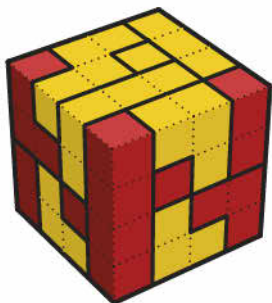


48

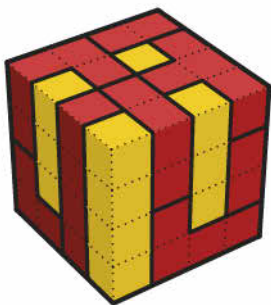




49

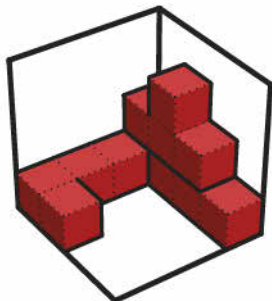


50

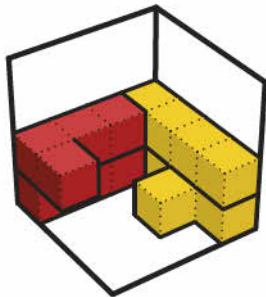
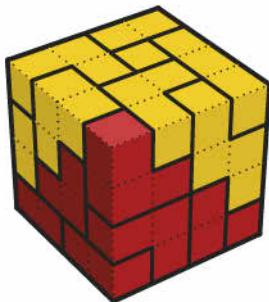


MASTER

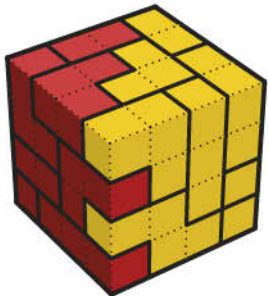


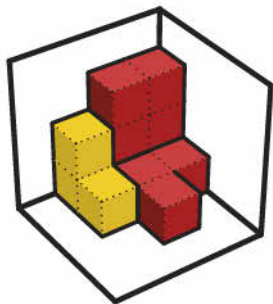


51

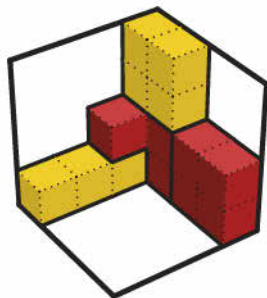
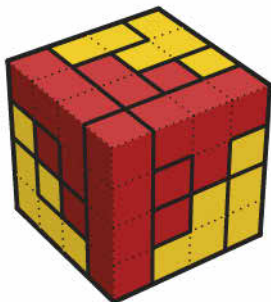


52

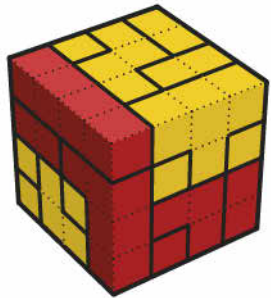




53



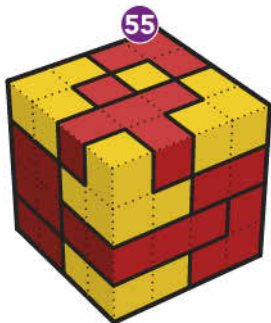
54



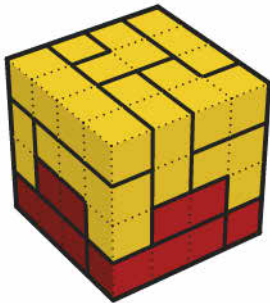
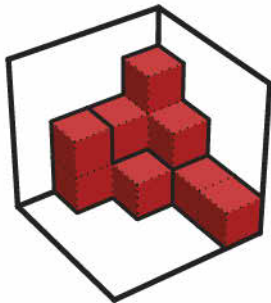
MASTER

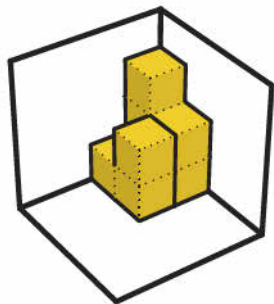


55

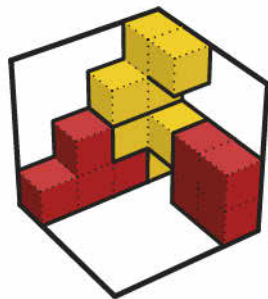
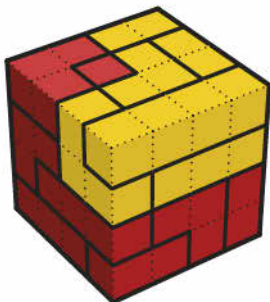


56

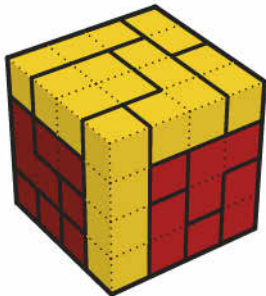


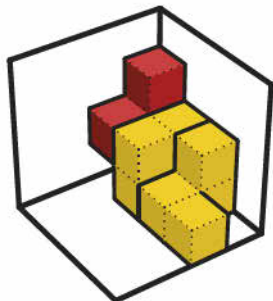


57

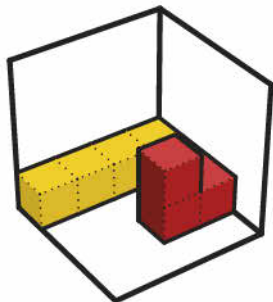
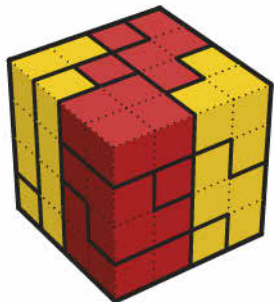


58

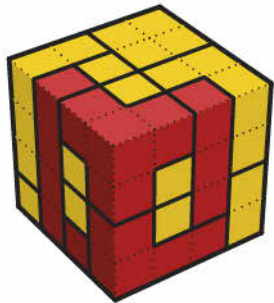


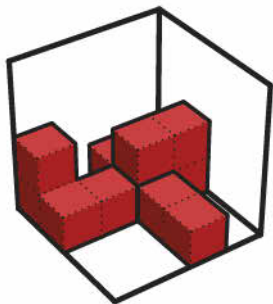


59

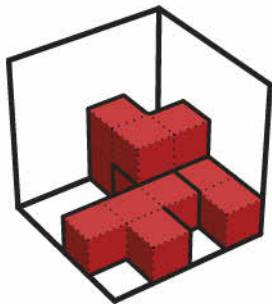
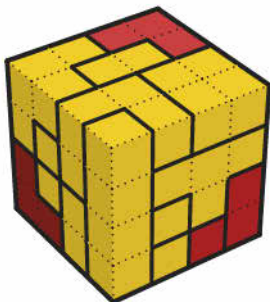


60

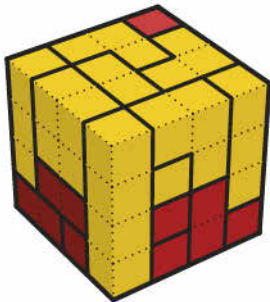




61

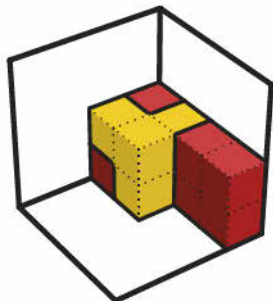


62

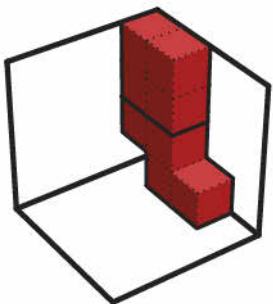
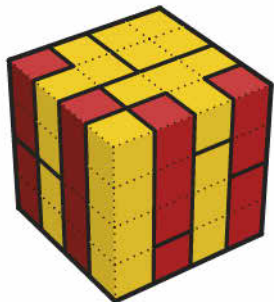


MASTER

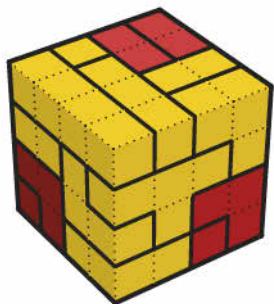


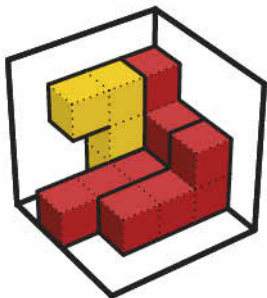


63

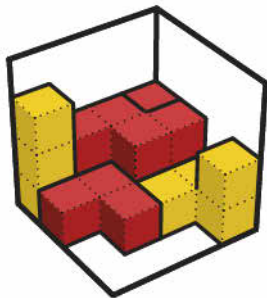
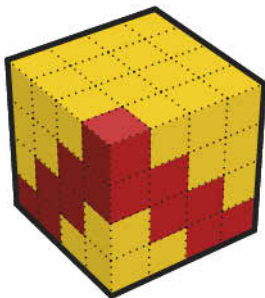


64

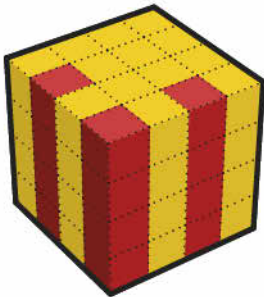


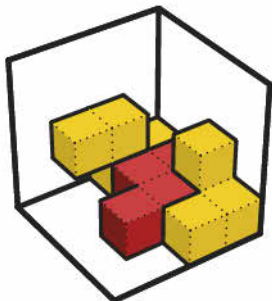


65

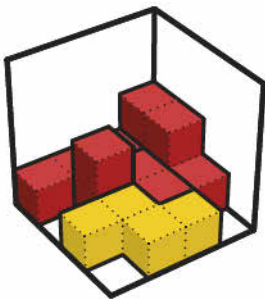
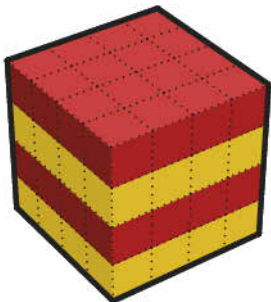


66

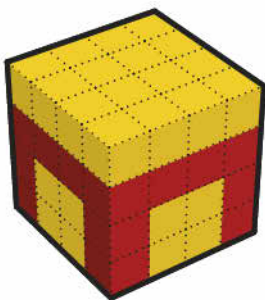


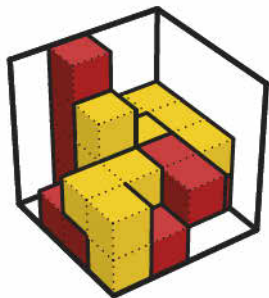


67

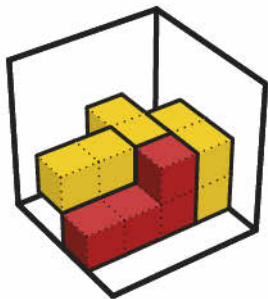
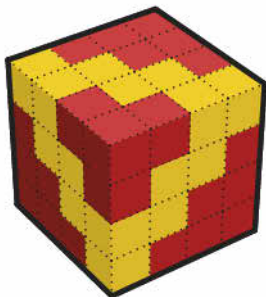


68

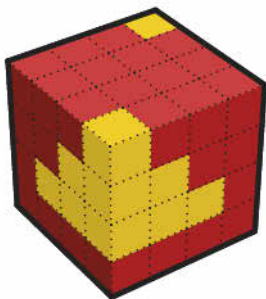




69

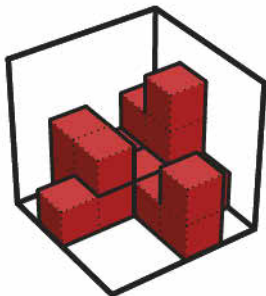


70

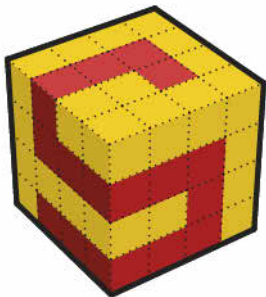


WIZARD

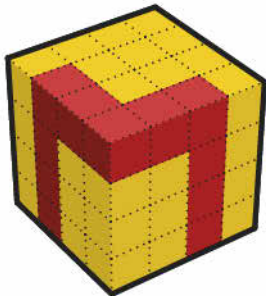
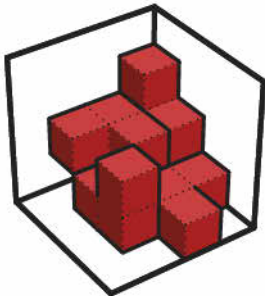


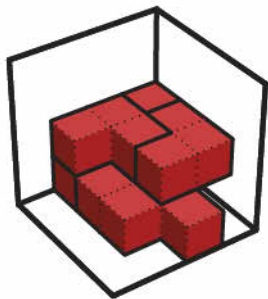


71

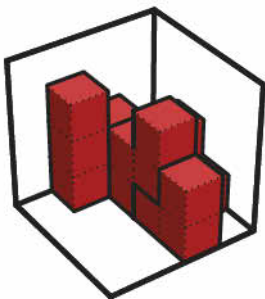
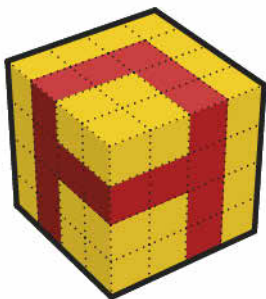


72

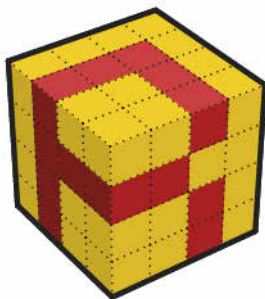


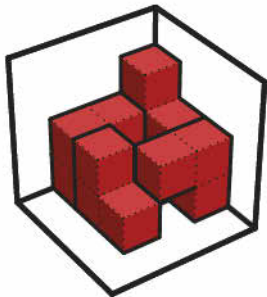


73

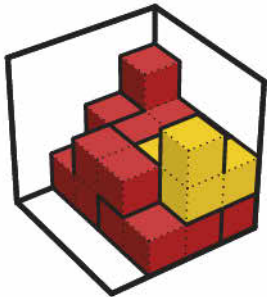
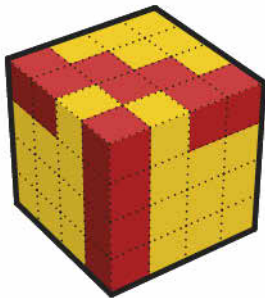


74

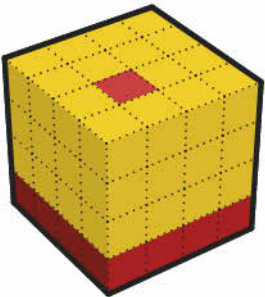


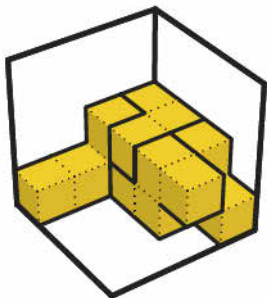


75

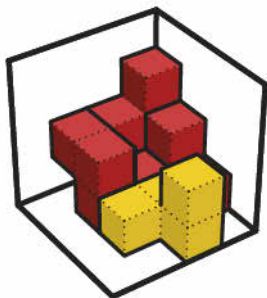
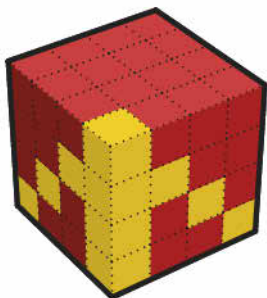


76

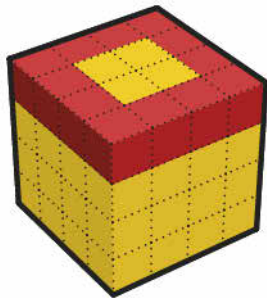


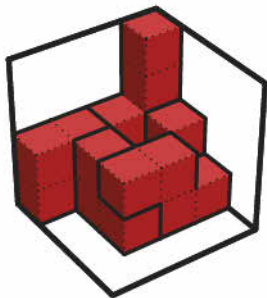


77

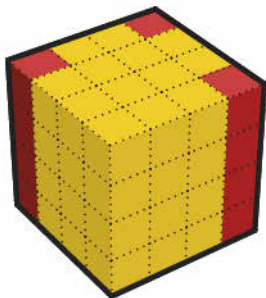


78

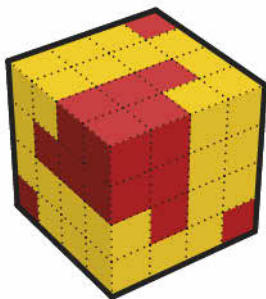
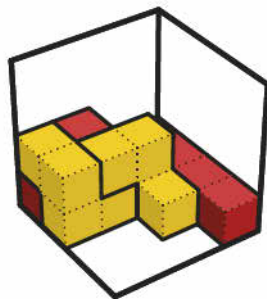




79



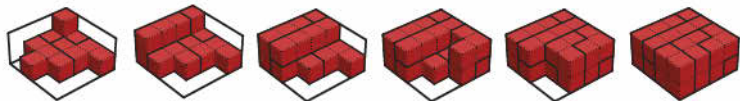
80



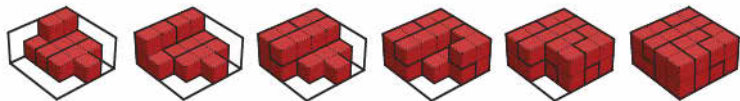
setup

1

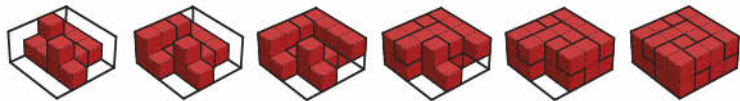
challenge



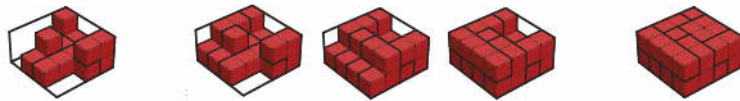
2



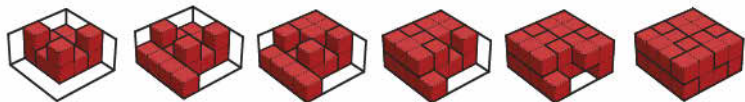
3



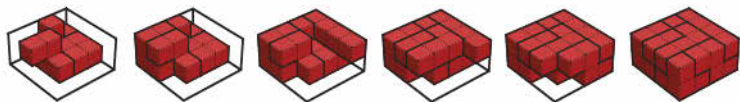
4



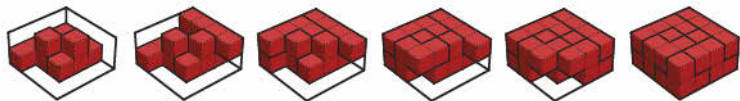
5



6



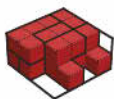
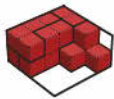
7



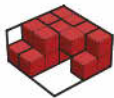
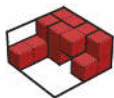
8



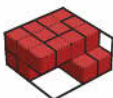
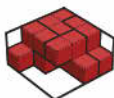
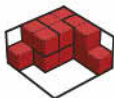
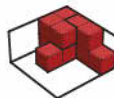
9



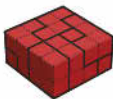
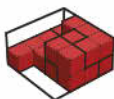
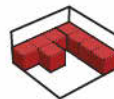
10



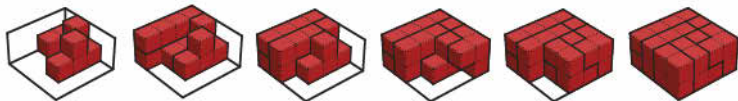
11



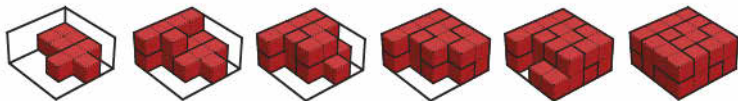
12



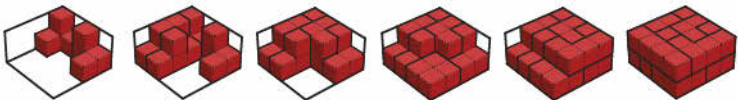
13



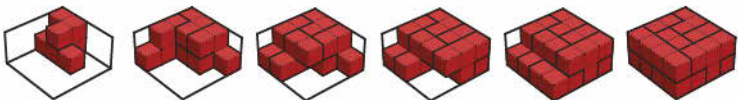
14



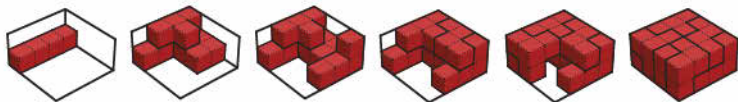
15



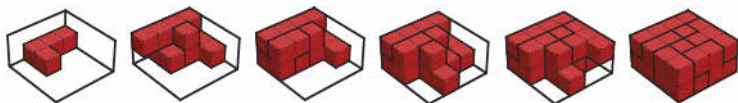
16



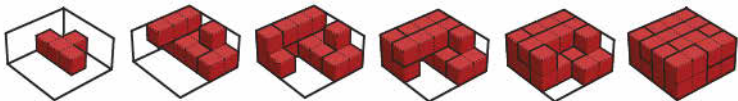
17



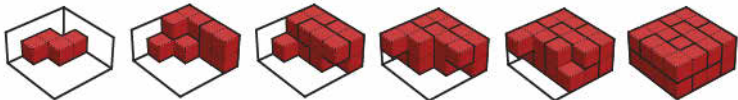
18



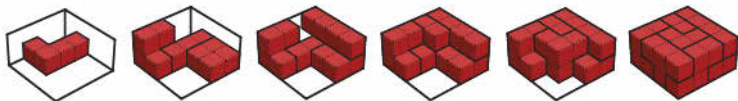
19



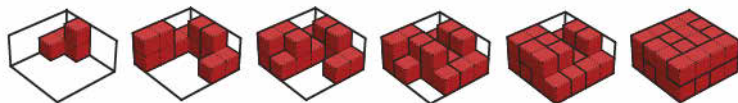
20



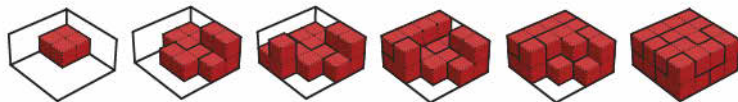
21



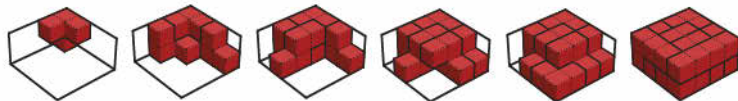
22



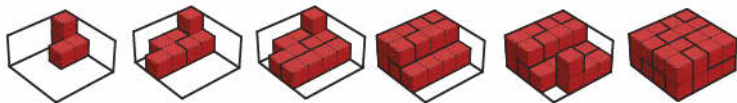
23



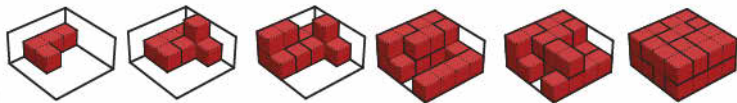
24



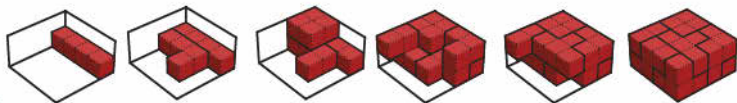
25



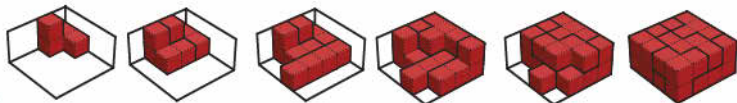
26



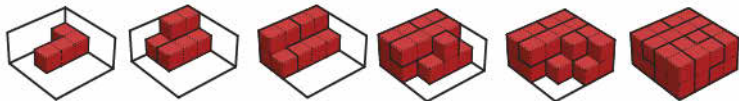
27



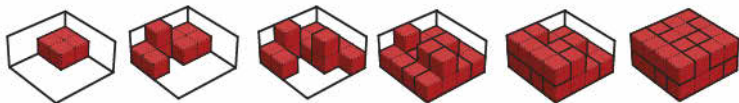
28



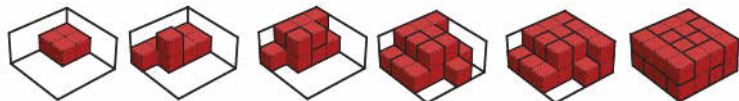
29



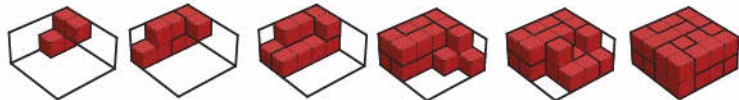
30



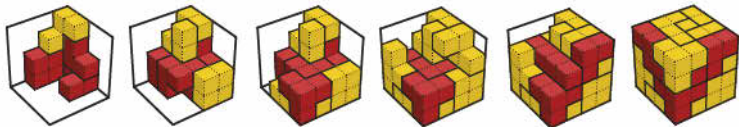
31



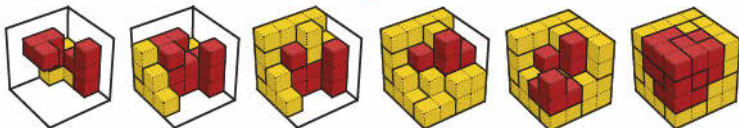
32



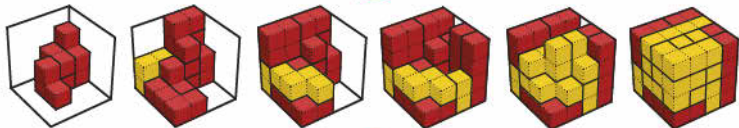
37



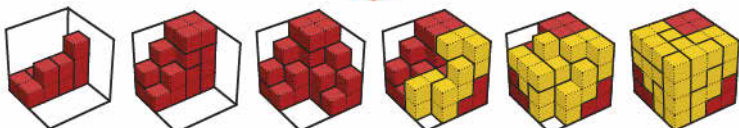
38



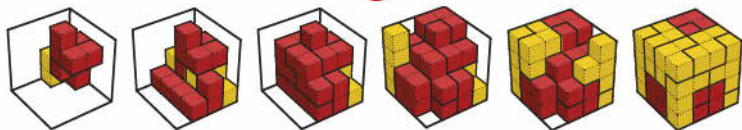
39



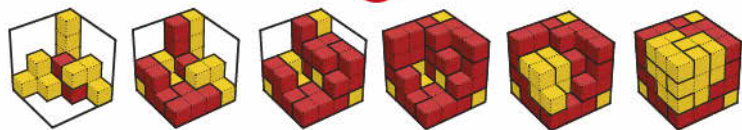
40



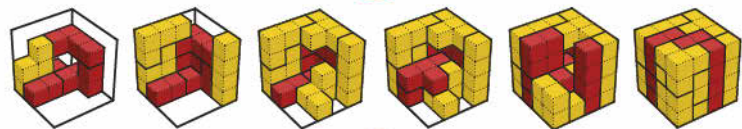
41



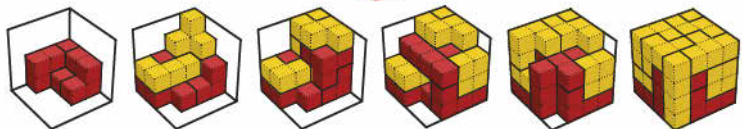
42



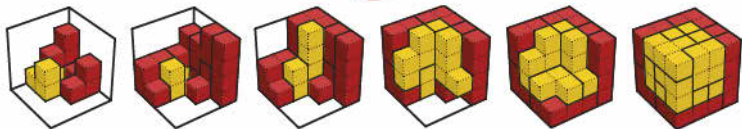
43



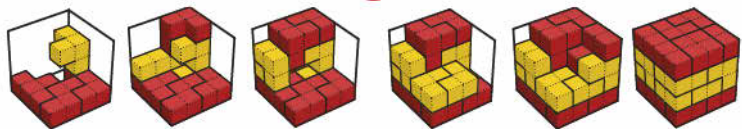
44



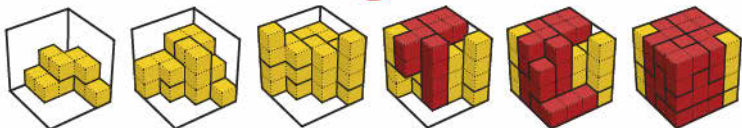
45



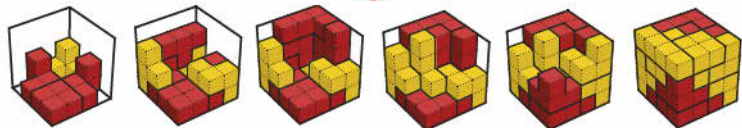
46



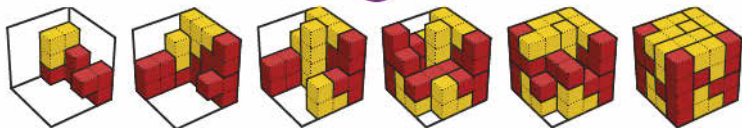
47



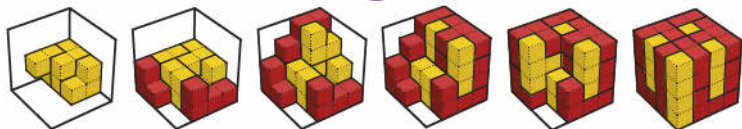
48



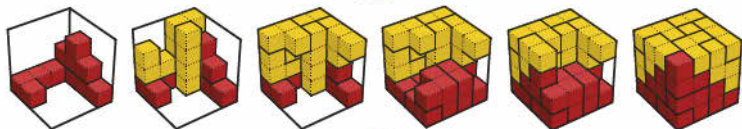
49



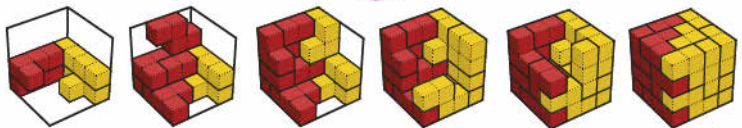
50



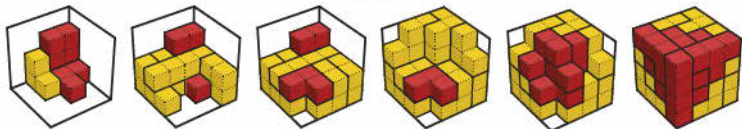
51



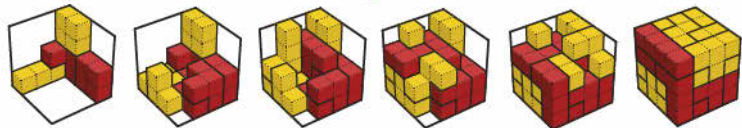
52



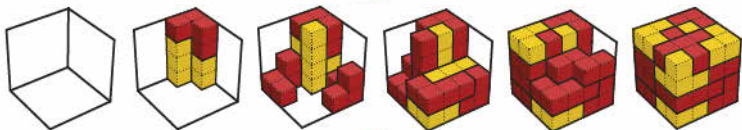
53



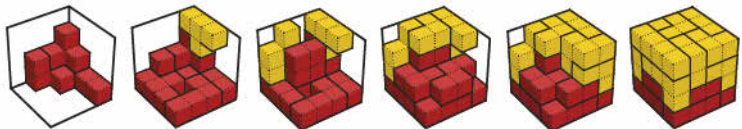
54



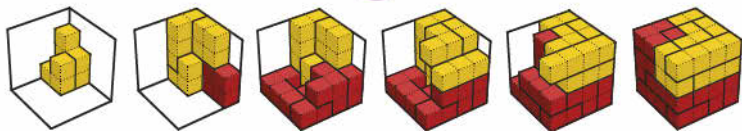
55



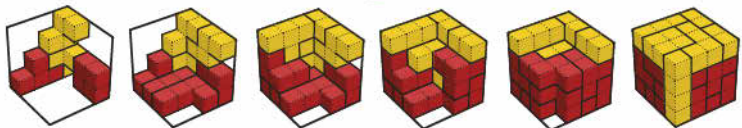
56



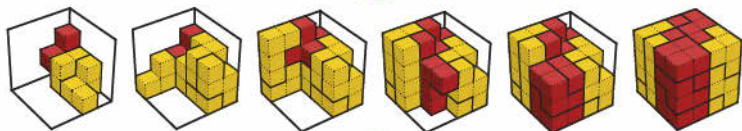
57



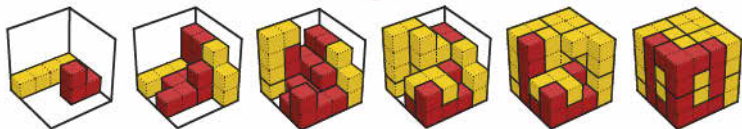
58



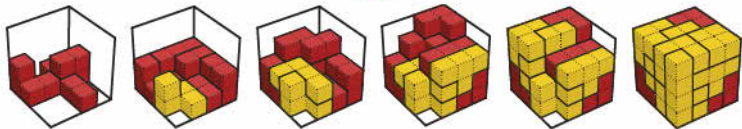
59



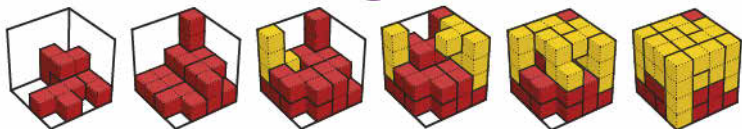
60



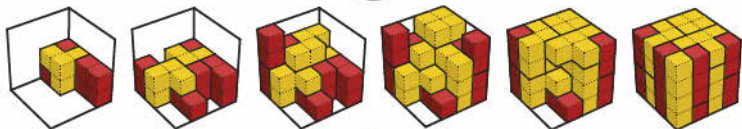
61



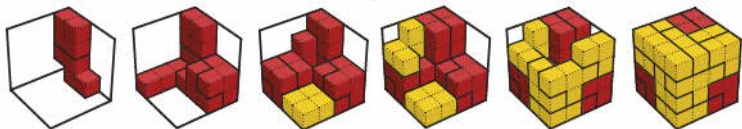
62



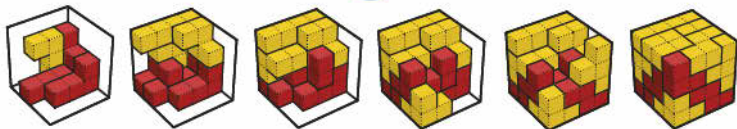
63



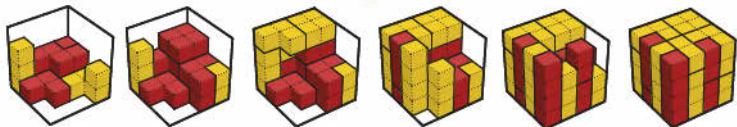
64



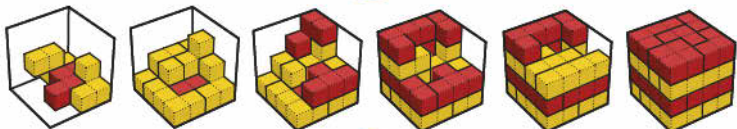
65



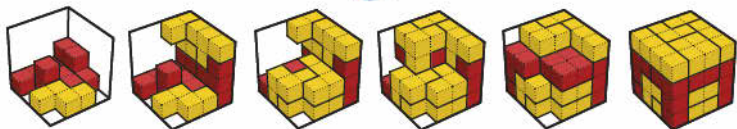
66



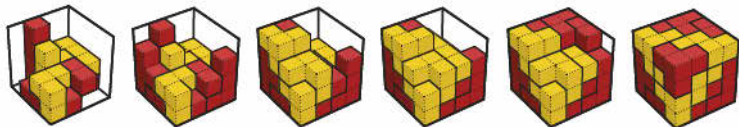
67



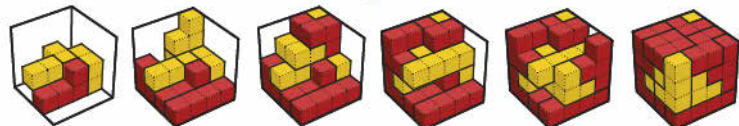
68



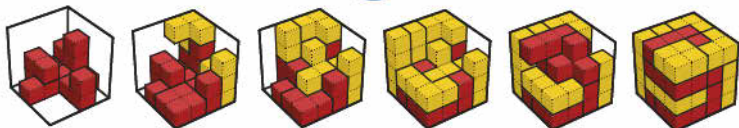
69



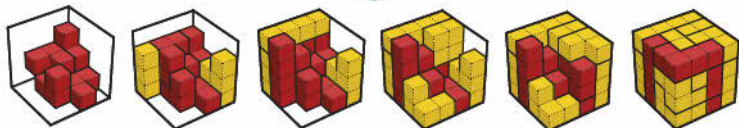
70



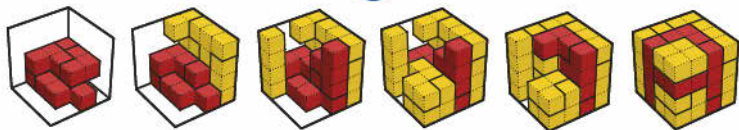
71



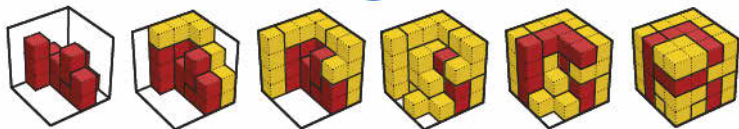
72



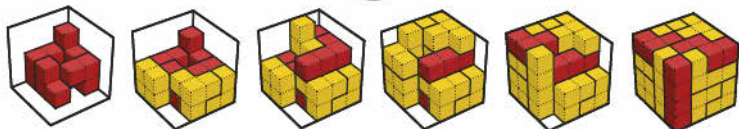
73



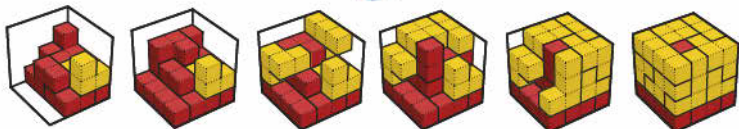
74



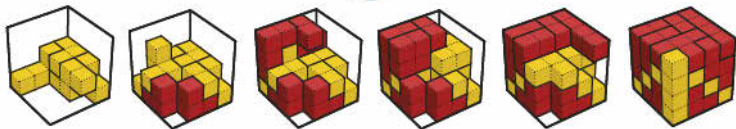
75



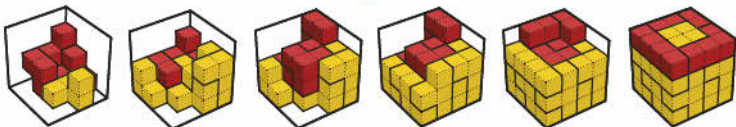
76



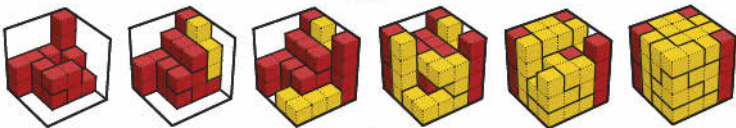
77



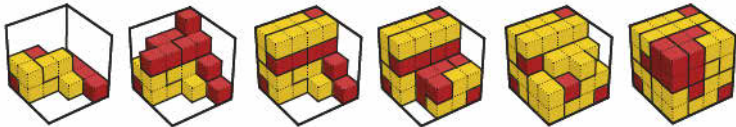
78

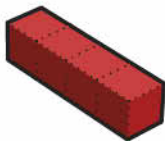


79

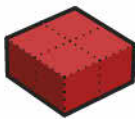


80

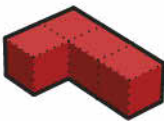




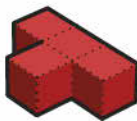
SGM 201-A



SGM 201-B



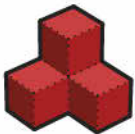
SGM 201-C



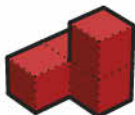
SGM 201-D



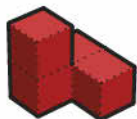
SGM 201-E



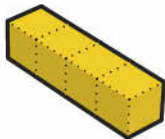
SGM 201-F



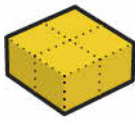
SGM 201-G



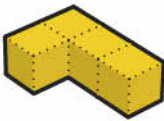
SGM 201-H



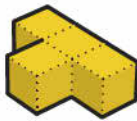
SGM 201-I



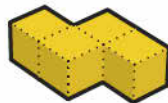
SGM 201-J



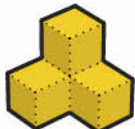
SGM 201-K



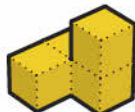
SGM 201-L



SGM 201-M



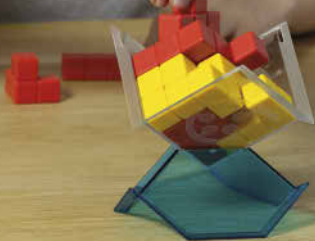
SGM 201-N



SGM 201-O



SGM 201-P







© 2018-2019 Concept, game design & artwork: SMART - Belgium. All rights reserved.
Gameplay by STUDIO SMART.
Original product name: Cube Duel
Neerveld 14, B-2550 Kontich, Belgium
info@smart.be
www.SmartGames.eu

dd: 20200109B

Made in China

