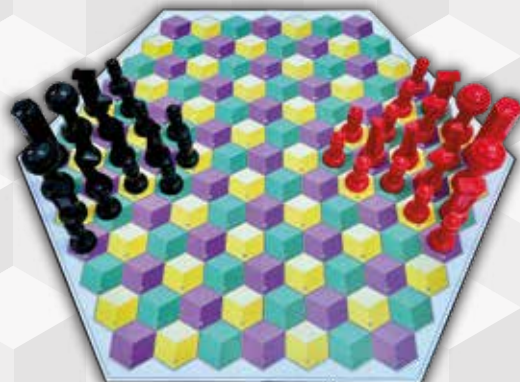
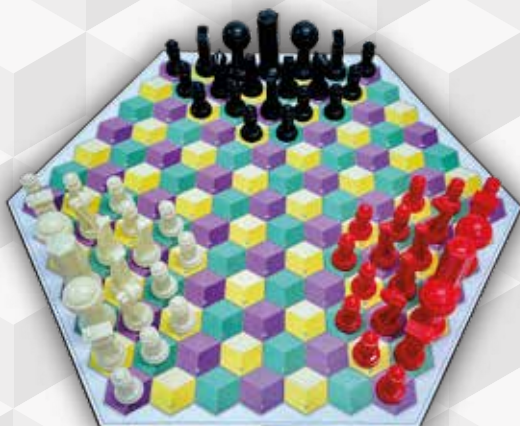


INSTRUCTIONS and EXAMPLES

CUBOX[®]



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PRESENTATION

The new CUBOX science game serves to develop logical-rational intelligence, as well as emotional intelligence.

It can be played on equal terms to compete against one opponent, or against two opponents at the same time.

You must consider attack and defense options before moving a token. Understand that the strategy for beating an opponent is different when facing two opponents. Strategies and tactics vary depending on the opponents' playing style.

The competitive skills that are most developed are:

- Concentration
- Competing using strategies
- Making decisions under conditions of uncertainty and risk
- Creativity
- Fighting ability

The competitive attitudes that are most developed are:

- Perseverance
- Respect
- Patience
- Responsibility
- Emotional management

These skills and attitudes can give us a competitive advantage in other areas of daily life.

The final result (win, lose, or draw) depends on three determining factors:

- Internal circumstances: Practice and experience in games of intellectual competition; decisions made from the start of the game; health status, etc.
- External circumstances: The player's level of play, or that of the opponents; their style of play; their motivation in the results of the match, etc.
- Our character: We can win a match that we were losing, we can lose a match that we were winning...

The result of each match does not qualify us as people. It is simply an indicator of how good we were in that competition, given those internal and external circumstances. We can improve and control internal circumstances; we cannot control external circumstances, but we can foresee and anticipate them. Character can be forged.

DESCRIPTION AND FEATURES

PLAYERS: Can be played by two or three players.

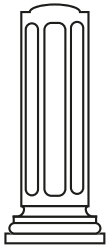
DURATION: Two hours maximum. The game is stopped and the winner is determined by points.

DIFFICULTY: Medium - High.

OBJECTIVE OF THE GAME: Eliminate the Artificial Intelligence (AI) token from the opposing player(s).

BOARD: One hundred twenty-seven (127) numbered cubes grouped by their sides to form a large hexagon. Each cube has one of three different colors and is arranged alternately and symmetrically.

TOKENS: Nineteen (19) for each player when playing with two players. Twenty (20) for each player when playing with three players.



AI



CYCLONE



PHOTON



LASER



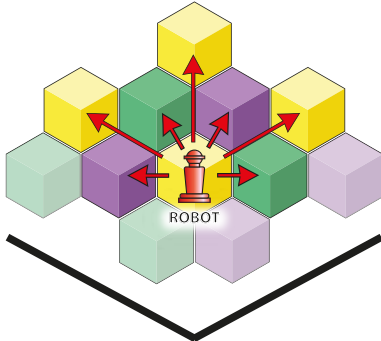
DRONE



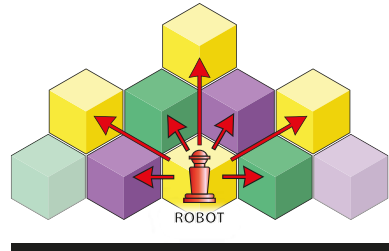
ROBOT

NAME, ABBREVIATION, SYMBOL, VALUE AND MOVEMENT OF EACH TOKEN

1.- ROBOT (R), : It may only move to a free cube, either on the sides or vertices of the base cube. Furthermore, it must always move forward or sideways, but it may never move backward from its baseline. If there is an opposing player's token on any cube it can move toward, it may be eliminated, occupying that cube. **It is worth 1 point.**

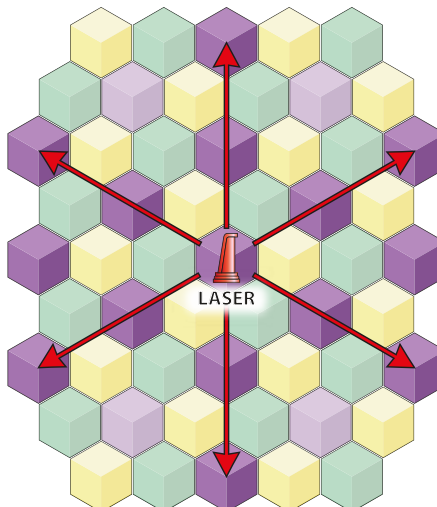


Between **two** players

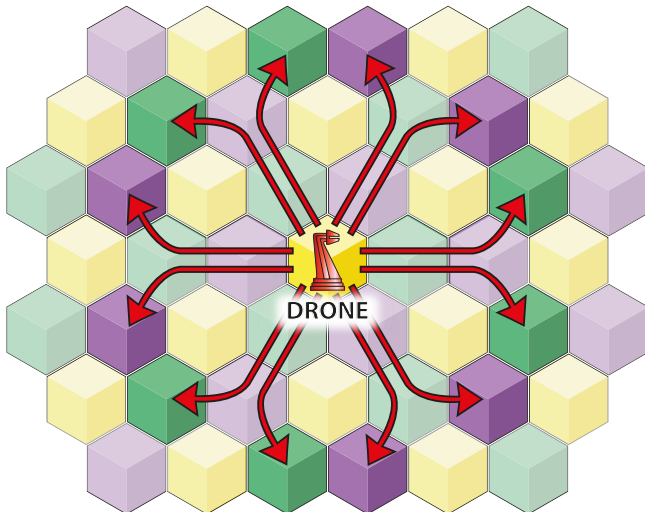


Between **three** players

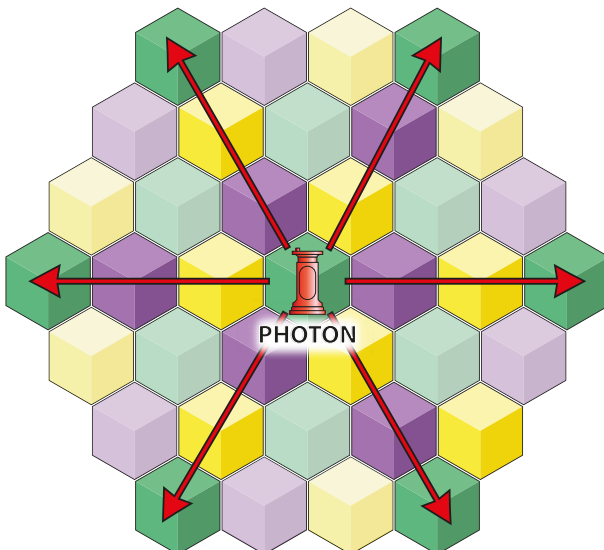
2.- LASER (L), : It only moves in the direction of the vertices of its base cube, toward any other square of the same color. It can advance or retreat one or more squares, as long as the intervening squares, between the initial and final positions, are free of other pieces. To eliminate an opposing player's token, it is removed from the board and occupies its own space. This elimination move is the same for all types of tokens. **It is worth 3 points.**



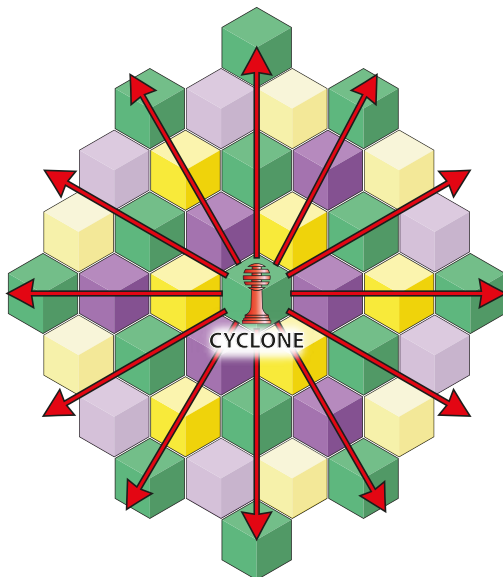
3.- DRONE (D) ,  : It moves along any side of its base cube. It advances three spaces in total, two in the same direction and then one space to the left or right (see figure). This token can move in any direction, forward or backward. It can also move by jumping over its own or opposing tokens. **It is worth 3 points.**



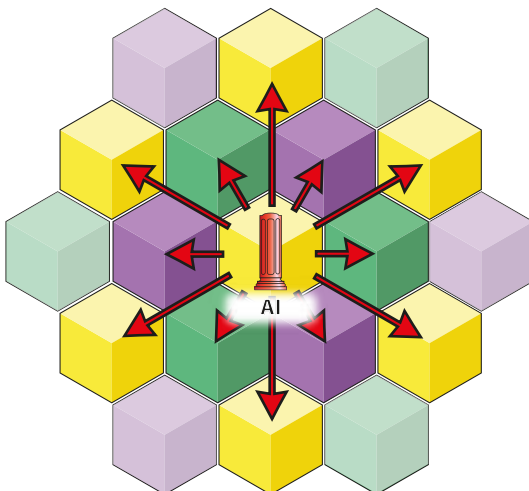
4.- PHOTON (P) ,  : It can only move in the direction of the sides of its base cube, one or more spaces; as long as the intervening spaces between the start and end positions are free of other tokens. It can move forward or backward. **It is worth 5 points.**



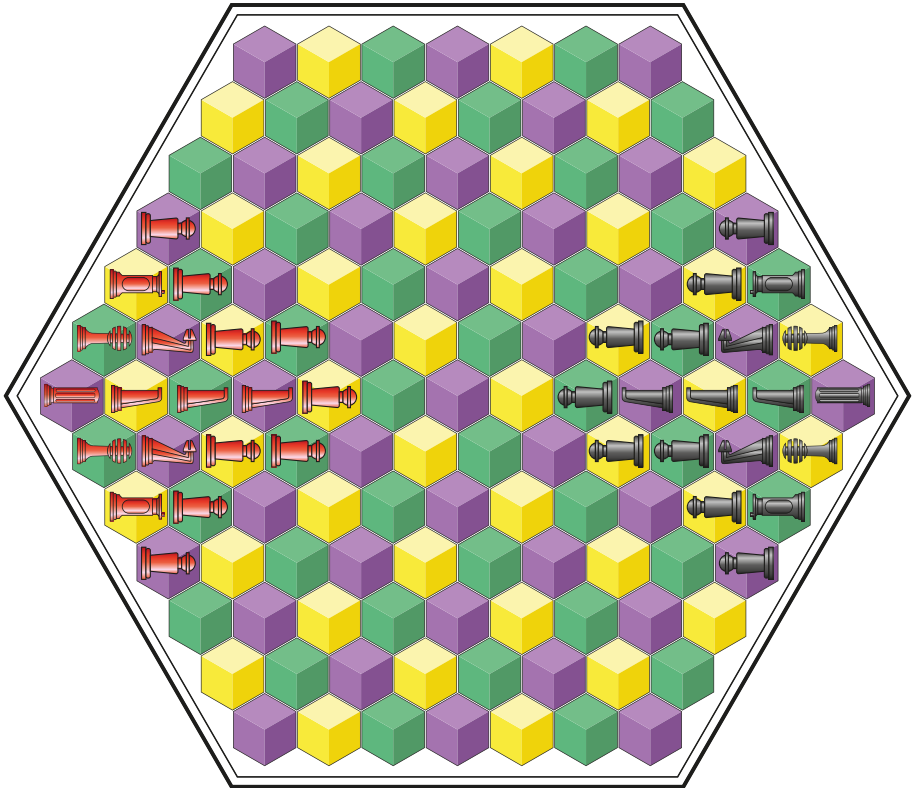
5.- CYCLONE (C) ,  : It can move in the direction of the sides or vertices of its base cube. It can move one or more spaces, as long as the intervening spaces are free of other tokens. It can move forward or backward. **It is worth 8 points.**



6.- ARTIFICIAL INTELLIGENCE (AI) ,  : This is the main token. A cube can only move in the direction of the sides or vertices of its base cube. It can move forward or backward.



**INITIAL ARRANGEMENT OF THE TOKENS ON THE BOARD
TWO PLAYERS**

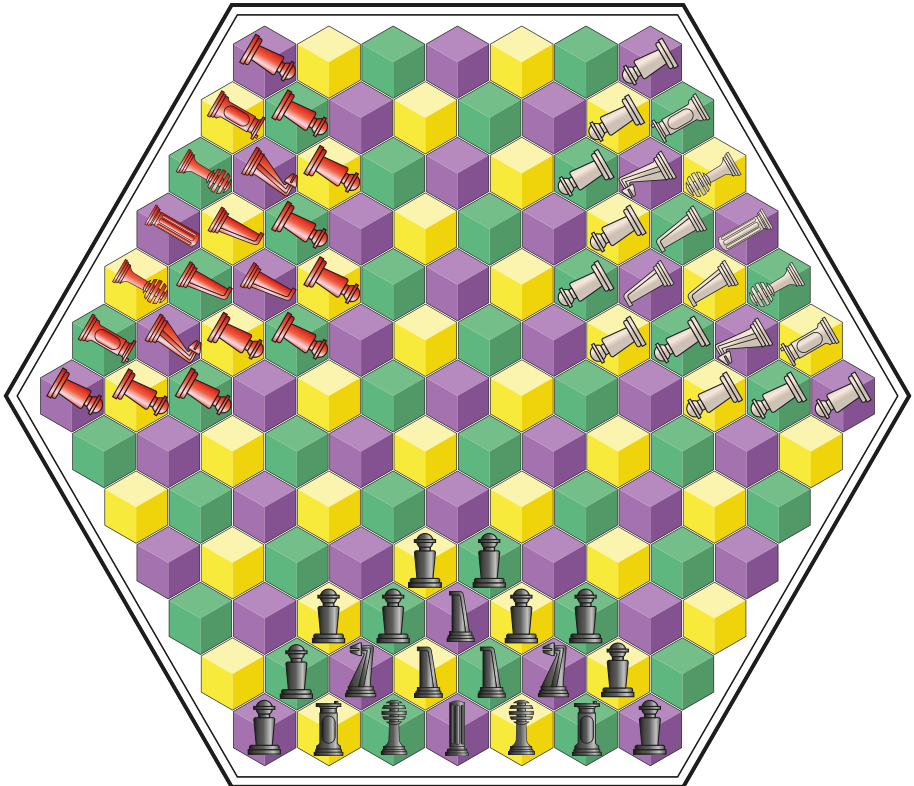


A) When it is between two players

- 1 Artificial intelligence (AI)
- 2 Cyclone (C)
- 2 Photon (P)
- 3 Laser (L)
- 2 Drone (D)
- 9 Robot (R)

Total: **19** chips each player

**INITIAL ARRANGEMENT OF THE TOKENS ON THE BOARD
THREE PLAYERS**



B) When it is between three players

- 1 Artificial intelligence (AI)
- 2 Cyclone (C)
- 2 Photon (P)
- 3 Laser (L)
- 2 Drone (D)
- 10 Robot (R)

Total: **20** chips each player

REGULATION

- 1.- The **touched token** must be played.
- 2.- When the player releases the token, their turn to move is over.
- 3.- When, at the end of a move, the other player's **AI** can be eliminated on the next turn; they must say aloud: **"ATTACK."**
- 4.- If a player mistakenly removes a token that was protecting their AI from an attack by one of our tokens, their **AI** can be eliminated on their turn, without having to say **"ATTACK"** beforehand.
- 5.- When a **Robot** token (R) reaches the **Base Line** (the 7 initial spaces of the token formation) of an opposing player, it can be exchanged for any other token of their choice, even one that has not been eliminated. Except for the Artificial Intelligence (**AI**) token.
- 6.- A tie is determined by mutual agreement between the players. The game can also end in a tie if the game is suspended after two hours and the total value of the tokens on the board is the same.

When playing between three players:

- 7.- Each player is allowed to make up to two moves per turn, but always with different tokens (the same token cannot be moved twice). This right continues until the end of the game. **ONE, TWO** must be said aloud after each move. If only one move is to be made, **ONE, PASSED** must be said aloud.
- 8.- When there are two options for moving tokens, a first move, for example, could be to move a token in front of a Cyclone, Laser, or Photon. The second move could be to attack with one of the pieces described above. This way of using both moves is called **"Uncover"** and is completely legal.
- 9.- The opposing AI cannot be eliminated with "uncover" moves. The player must be notified that their AI is **"ATTACK"** after making their first move, and then "pass" or move another token. Only on the next turn can the opposing player eliminate their AI if the opposing player has not defended their **AI**.
- 10.- When the AI is **"ATTACK"**, the first move they are allowed is to move or defend their AI.
- 11.- The player who **eliminates** the **AI** of one of the opposing players keeps all of the defeated player's tokens on the board and continues the game as if they were their own. (It is recommended to exchange them for tokens of the same color as the one they won.) If one of the tokens won is a **Robot (R)** in its starting position, they can request a token exchange on the next turn. All robots won in this way have the same movement characteristics as their own robots.

12.- If one of the three players in the game remains with only his AI, he may Quit the game by removing his token from the board. The other two players continue the game with their right to two moves per turn. Also, when a player sees that he has no chance of winning, he may Quit the game by removing all his tokens from the board.

NOTATION

1.- The Squares each have a number. The number one (1) begins at the bottom left of the board and increases by one horizontally to the right until the row ends. The numbering continues in the next higher row from left to right, successively, until it ends at the top right of the board with square one hundred twenty-seven (127).

2.- Players can play with white, black, or red tokens.

3.- Pieces have their own abbreviation or initial: AI, C, P, L, D, R.

4.- Moves are denoted by writing the initial letter of the token, followed by a colon (:); then the square numbers corresponding to the initial and final position of the tokens movement, separated by a comma (,). E.g.: L:9,30. It means that the Laser piece was moved from square #9 to square #30.

5.- To indicate the moves made by each player, they are written in separate columns.

6.- When a token is eliminated while executing a move, the initial letter of the type of token eliminated is placed in parentheses, followed by a cross (+). E.g.: L:28,97 (L+). It means that by executing the Laser's move from square #28 to square #97, the other player's Laser on square #97 was eliminated.

7.- When executing a move, the opposing AI is attacked, an asterisk (*) is written in parentheses, and when it is an elimination move, two asterisks (**) are written in parentheses.

8.- When playing with three players, each player is allowed two moves (different tokens). The letters and numbers indicating the starting and ending positions of each token are separated by a semicolon (;). E.g.: R:44,55; AI:24,33. It means that on their turn, the first move was made with a Robot from square #44 to square #55; and on the second move to which it is entitled, the AI from square #24 played to square #33.

9.- The letter p stands for "Pass." This is when three players play, and a player decides not to make their second move. E.g., D:42,13; p. This means that the player, in their first move choice, played a Drone from space #42 to space #13, and then say "Pass." This means they ended their turn without making the second move they were entitled to.

10.- When a Robot reaches a space on another player's baseline, it can be exchanged for another type of token. The exchange of a token is denoted by placing a lowercase x in parentheses, followed by the letter symbolizing the new token. E.g., R:8,1(xC) , means the Robot has been exchanged for a Cyclone of the same color.

GAME EXAMPLES

A) Match between two players:

Starting Position:

White	Red
AI: 1	AI: 127
C: 2,8	C: 120,126
P: 3,16	P: 112,125
L: 9,18,28	L: 119,110,100
D: 10,17	D: 111,118
R: 4,11,19,29,39, 38,27,26,25	R: 3,102,101,90,89, 9,109,117,124

GAME

White	Red
01 R: 4,12	R: 124,116
02 R: 29,40	R: 103,92
03 R: 11,20	D: 118,107
04 R: 27,37	D: 111,80
05 L: 9,96	D: 107,76
06 C: 2,9	P: 125,123
07 L: 96,114	P: 123,121
08 P: 3,7	R: 99,88
09 R: 25,36	R: 116,115
10 L: 114,49	L: 110,99
11 P: 16,35	R: 115,106
12 R: 38,50	C: 126,125
13 R: 50,63	L: 100,91
14 R: 63,76 (D+)	L: 91,7 (P+)
15 R: 76,88 (R+)	R: 89,88 (R+)
16 D: 17,48	D: 80,89
17 C: 8,88 (R+)	L: 99,12 (R+)
18 D: 48,84	R: 109,99
19 C: 88,85 (*)	P: 112,108
20 R: 37,48	D: 89,107
21 C: 85,64	R: 106,96

22	L: 28,97	L: 7,91
23	L: 97,108 (P+)(*)	L: 91,108 (L+)
24	C: 64,61	P: 121,7 (*)
25	L: 18,2	D: 107,76
26	C: 61,67 (*)	C: 120,111
27	C: 67,12 (L+)	L: 119,86
28	D: 10,16	P: 7,5
29	C: 12,99 (R+)	L: 108,85 (*)
30	AI: 1,8	C: 111,7
31	L: 2,86 (L+)	P: 5,1 (*)
32	AI: 8,18	P: 1,9 (C+)(*)
33	L: 49,9 (P+)	C: 125,5 (*)
34	AI: 18,29	C: 5,26 (R+)(*)
35	R: 19,28	R: 117,99 (C+)

LEAVE

WON

B) THREE-PLAYER MATCH

Starting Position:

White

AI: 4
C: 3,5
P: 2,6
L: 11,12,20
D: 10,13
R: 1,9,18,19,29,30,
 21,22,14,7

Red

AI: 103
C: 93,112
P: 82,120
L: 92,102,91
D: 81,111
R: 70,69,68,80,79,90
 101,110,119,127

Black

AI: 94
C: 104,83
P: 113,71
L: 95,84,85
D: 105,72
R: 121,114,106,96,86,
 74,73,60,59,58

Game:

White

Red

Black

01	R:7,15; R:1,8	R:69,57; R:119,126R:58,46;	R:121,122
02	P:6,7; D:13,24	L:91,7(P+); D:81,66	R:59,47; R:114,115
03	L:20,7(L+); R:21,31	D:111,89; R:79,67	R:73,61; R:96,97
04	R:14,23; R:22,32	R:80,91; L:102,15(R+)	D:72,36; D:105,116
05	R:23,33; D:24,42	R:67,54; R:68,80	R:74,62; R:86,87
06	D:10,21; D:42,20	L:15,33(R+); D:89,67	D:36,8(R+); D:116,126(R+)
07	R:32,33(L+); R:9,8(D+)	R:127,126(D+); C:93,5(C+)(*)	L:95,8(R+); L:84,126(R+)
08	L:11,5(C+); F:2,9	P:120,127; L:92,24	L:8,73; L:126,96
09	L:5,24(L+); D:20,6	D:66,56; R:80,68	R:47,35; L:96,9(P+)
10	C:3,10; L:24,44	R:57,45; R:90,79	L:9,49;R:122,114
11	L:44,54(R+); R:33,43	R:45,34; R:70,57	R:97,98; P:113,121
12	L:12,22; C:10,15	P:127,121(P+); R:79,66	C:104,121(P+); P:71,2(*)
13	D:21,3; L:54,68(R+)	C:112,68(L+); IA:103,81	L:49,96; C:121,126(*)
14	R:43,55; L:7,67(D+)(*)	C:68,55(R+); IA:81,67(L+)	C:126,88(*) ; C:83,71
15	R:18,17; IA:4,11	R:66,78; D:56,7	P:2,9(*) ; R:87,75
16	IA:11,21; C:15,9(P+)	D:79,88(C+); C:55,44(*)	L:96,9(C+); R:98,88(D+)
17	D:6,32(*) ; D:3,13	IA:67,80; C:44,14(*)	C:71,17(R+); R:35,25
18	IA:21,12; p	C:14,13(D+)(*) ; P:82,14	L:9,16(*) ; L:85,58
19	IA:12,11; L:22,12	C:13,58(L+)(*) ; IA:80,68	L:73,83; C:17,26(*)
20	IA:11,21; D:32,20	C:58,46(R+); P:14,23(*)	L:16,36; R:25,16
21	L:12,22; p	P:23,88(R+); C:46,114(R+)	R:75,88(P+); L:36,49
22	D:20,42(*) ; p	IA:68,82; C: 114,69R:16,8;	C:26,2 (*)
23	IA:21,41; R:19,39	C:69,65 (*) ; R:34,24	R:62,50(**) ; R:8,1 (x C)

LOST

LEAVE

WIN

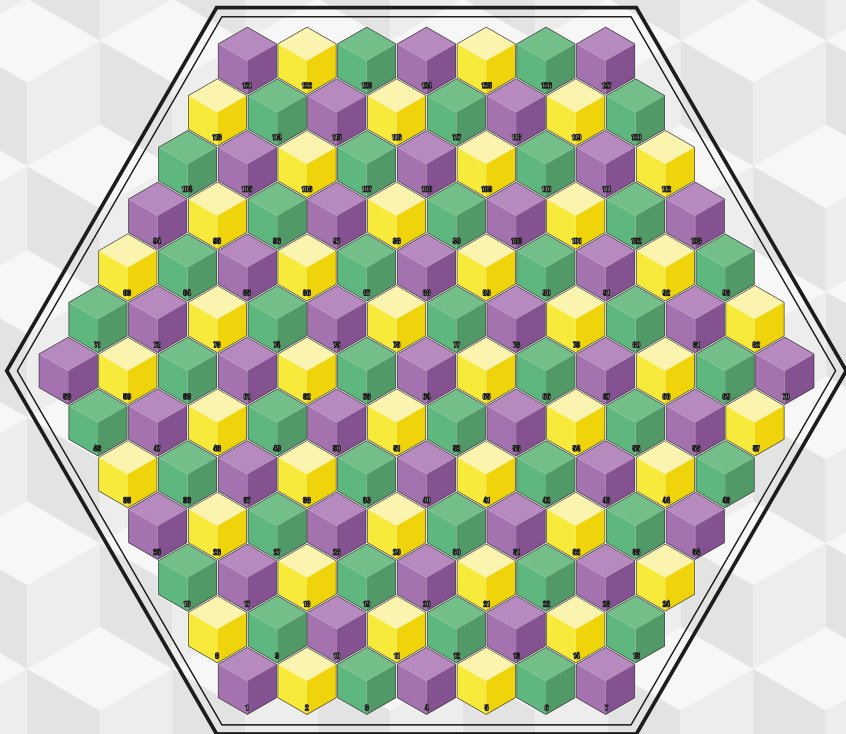
CLASSIC CONFRONTATION ACTIONS

A. OFFENSIVES:

1. **ATTACK:** Initiate an exchange of tokens to ultimately gain value or position.
2. **THREATEN:** Place tokens in the AI's direction to eliminate it if the opponent removes its protecting token. Free a token on the first move so that the opponent can eliminate one of their tokens on the second turn.
3. **SURPRISE:** Eliminate unprotected tokens. Simultaneously attack several higher-value tokens.
4. **FEINT:** Threaten higher-value tokens to force their movement or defense.
5. **DECEIVE:** Sacrifice valuable tokens to gain positions that are decisive for ultimately winning.
6. **FORCE:** Eliminate valuable tokens or achieve key positions, even if several tokens of lesser or equal value are lost.
7. **TIRED:** Use the time limit for each move. Exchange smaller or equivalent tokens as soon as possible.
8. **PURSUIT:** Consecutive attacks on the AI to conserve initiative.

B.- DEFENSIVE:

9. **GUARD:** Protect higher-value tokens with lower-value tokens to discourage exchanges.
10. **PARCEL:** Cover an attacked token to eliminate the attacker on the next move.
11. **PARCEL BY ATTACKING:** Threaten to eliminate another of your opponent's valuable tokens in parallel if they eliminate one of your own.
12. **CLEAR:** Move the AI to more defended positions before being attacked.
13. **DODGE:** Move the tokens to an equivalent position, avoiding its elimination.
14. **BREAK:** Abandon positions. Retreat.



BOARD



AI



CYCLONE



PHOTON



LASER



DRONE



ROBOT

TOKENS

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