

# BallCube

Who has the best strategy, to get their marbles out of the BallCube first? Who has already worked out, from the position of the slider, how the marbles will fall? Since in the end what counts is to block the slots respectively, to open them with the slider and to get the marbles so quickly in the cube that you are also the first to get them back again.

BallCube is a mind game for 2-4 people (Teams), that encourages spatial thought, tactics and strategy.

Age: from 7 years

Game contents: 1 gamebox (consisting of 8 elements), 27 marbles (8x black, 8x red, 2x white, 5x blue, 4x yellow), 2 sets of perforated sliders (each set with 12 sliders, whereby the number and positioning of the holes on each slider are arranged differently.)

The slider sets can be identified by their red/black grips, on which the respective hole combinations are marked. The four slider sections are shown. The raised nubs in each section symbolise the holes (e.g. nob in position no. 1 = hole in the first section of the slider).

## Preparation:

At first the players take the sliders out of the BallCube.

## Game Instructions:

### GAME FOR 2 PEOPLE

#### FIRST ROUND OF PLAY

Each player chooses a set of sliders (red or black), or takes turns to pick sliders (irrespective of grip colour) out of the pool. They then take turns to slip the sliders into the slit of their choice, until they are inserted into the cube up to the end of the grip. Players can put their sliders into the BallCube from all four sides. In doing so, however, they must pay attention to the direction of travel of the slider within individual levels, because the first slider within a level determines the moving direction of all the sliders. Sliders can also be inserted on the opposite side, so that – from whatever side they are put in – they lie parallel on the same level. That means a cross-play within a level isn't possible. Nevertheless a cross-play

within the 6 levels is possible. That is - by the way- the most interesting variant for advanced players. The first round finishes when all 24 sliders have been inserted into the slits.

### **SECOND ROUND OF PLAY**

Each player receives 8 marbles in a single colour (red or black). The players then take turns to place the marbles in the columns, with only one marble per column allowed. The second round ends when all 16 marbles have been placed in the 16 columns (one marble per column!).

### **THIRD ROUND OF PLAY**

When all 16 marbles have been divided between the 16 holes, the third round of play begins. The sliders can be pulled out one notch or, if preferred, pushed in. Players cannot, however, reverse their choice.

The aim is to make one of your marbles fall or even to block one of the opponents marbles. But be careful: with

each movement of the slider, you may cause an unwanted chain reaction. It is therefore important to consider where the marbles will end up in a horizontal and vertical sense.

Sliders can be removed completely if there are no longer any marbles above them on the upper levels. Otherwise it is recommended to leave the sliders in play, so as to be able to block your opponent. Once taken out, sliders cannot be put in again.

The player who gets all eight of their coloured marbles out again wins.

Naturally, the aim of the game can also be turned around, in which case the first person to get all their marbles back out would be the loser. That means having to protect your own marbles and making sure that your opponents' fall.

And a tip: to make the game shorter, you can always use fewer sliders or marbles, or – for example – agree to play only four of the available six levels.

### **WHITEBALL – A VARIATION FOR ADVANCED PLAYERS**

Instead of each player receiving 8 marbles (red or black), they now each receive seven marbles + one white marble. The game is played as above, that is players try to be the first to get all seven marbles back. The winner is the person who pots a white marble first (after having successfully potted all his coloured marbles!).

If a white marble falls accidentally, then the game is over. The loser is the player who lets the white marble fall accidentally during the game.

## GAME VARIANT FOR 3 PEOPLE

The game is played the same as with two competitors, 1st to 3rd round, with no sets of sliders being formed. Sliders are taken from the pool irrespective of grip colour.

Each player is given five marbles of the same colour. With three players, one of the columns remains unused.

For the game variant "WHITEBALL" there is only one white marble in play. This is then placed in the last free hole. This means: you must first get your coloured marbles through the BallCube. The white marble must fall last.

## GAME VARIANT FOR 4 PEOPLE

Similarly to playing with three people. In this case, however, each player receives four marbles of the same colour. The "WHITEBALL" game variant cannot be played by four players.

## COUNTERBALL – GREAT FUN FOR BEGINNERS AND SEASONED PLAYERS ALIKE

The game is played with different coloured marbles. Points are assigned to each colour. Unlike the other game variants, this game is only over once all the marbles have fallen.

The player who wins is the one who has scored the most points.

The following marbles are used in the game:

**1 x white marble = 5 points**

**2 x yellow marbles = 4 points each**

**3 x blue marbles = 3 points each**

**4 x red marbles = 2 points each**

**6 x black marbles = 1 point each**

### 1ST ROUND

As with the other variants

### 2<sup>ND</sup> ROUND

All the marbles are placed in the pool. Players take turns to select a marble and place it in the free column of their choice (one marble per column!).

With three players, one marble will be left over. This should then be placed in the last, as yet unoccupied column.

### 3<sup>RD</sup> ROUND

The game is played as with the other variants, however each player gathers the marbles that have fallen to them out of the BallCube. Once all marbles are out of the BallCube, players sum up the points corresponding to their marbles. The player with the most points wins.

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These game variants are provided as suggestions only. We wouldn't wish to set any limits on the imagination of those who might find other ways to play BallCube.