

Qbalor, LorQB or **Cubolita**

by Jose R. Velazquez
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Qbalor, LorQB or Cubolita

This is an educational and eye-hand coordination developer game created by Jose R. Velazquez. Its name is an acronym **QB**(pronounce like “cube”), **ba** for ball and **lor** for color. **Cubolita** is Spanish for **Cu**(Cubo means cube) and **bolita** which means little ball. It will be produced as a plastic toy, video game or as an application. It has 3 levels; for Elementary (Ages 7-11), Middle and High School (Ages 11-14 to 14-18 Respectively). All levels are divided in 2 sections; with or without text. Suitable for one or more players at a time(up to 4).

Level 1 or Elementary : Has 4 cubes, 1 ball, digital shuffling device, number of players and text option selectors and a timer.

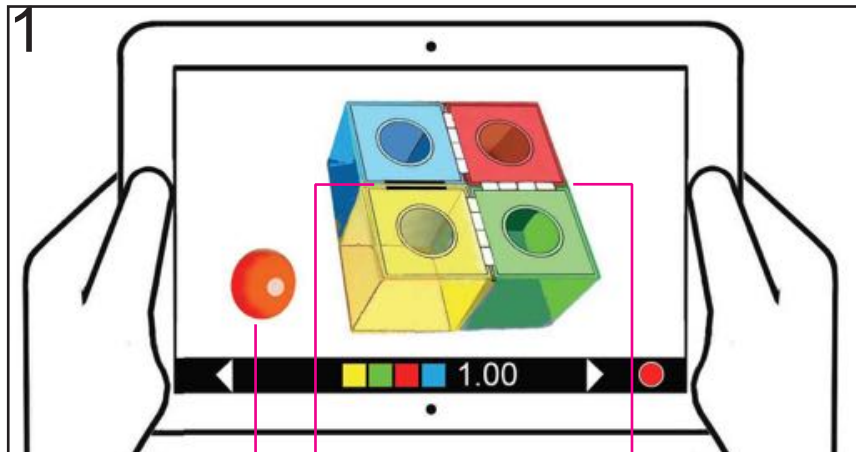
Levels 2 - 3 for Middle and High School : Same as above with 8 cubes.

Text options: All levels have features that let them be used as an educational device. Lot of material is ready for children to learn and play about many subjects. Teachers will also add names, numbers, dates or concepts to the cubes for children to put them in the correct order following the rules of the game. It is a challenge for adults as well.

The cubes: Level 1; All are hollow. Each cube has a different transparent color. 2 cubes have only 1 hole on top. The others 2 cubes have 2 holes; one hole on top and one hole on one side. The 4 cubes are joined together (connected) by 3 hinges on top only. The hinges let cubes rotate. **Level 2-3;** same as above with 8 cubes, four of them have 3 holes.

Rules:

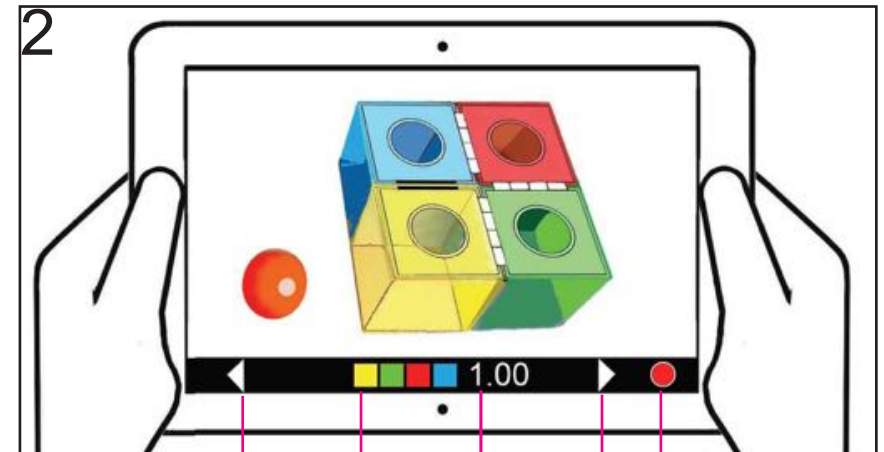
1. The digital shuffling device selects an order of colors in a row (or player chooses text option).
2. Select time.
3. The player drags the ball into the cube with the same color of the first position in the row.
4. The player moves the cubes so the ball goes from cube to cube following the order of colors in the row or a thematic list randomly printed on the cubes).
5. Who makes these movements or sequences faster in given time, is the winner.



A ball

Dark bars mean that there is another hole on this side of the cube.

Hinges let cubes rotate

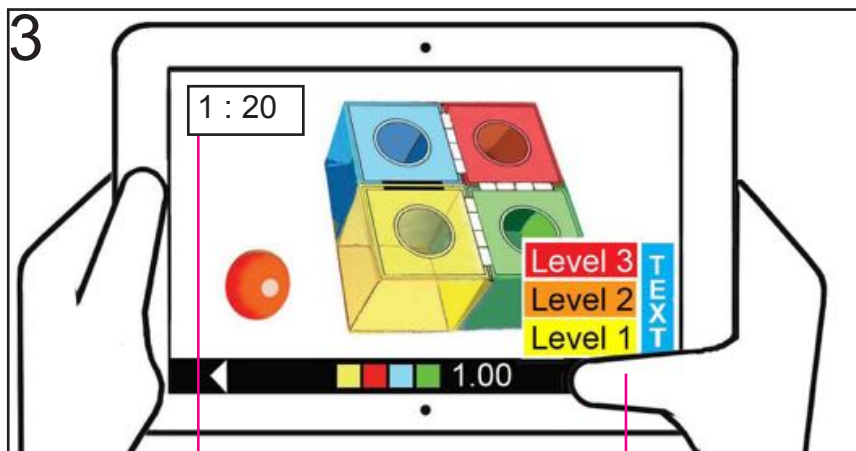


Click once for going back.
Hold for a practice session.

Order of moves

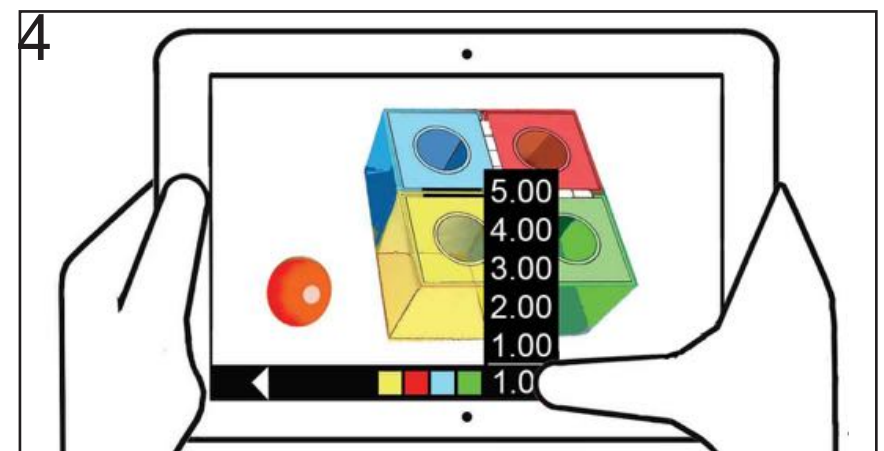
Timer

Change ball colour
Click once for next turn.
Hold to change level

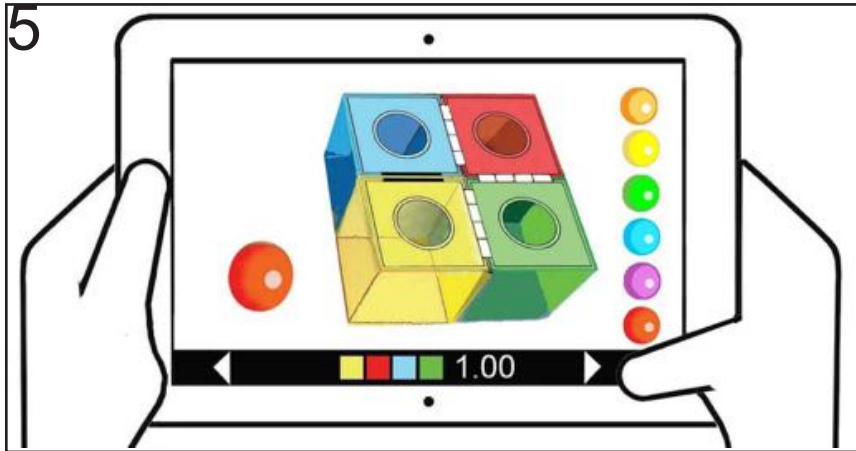


Setting number of players
(Punctuation window)

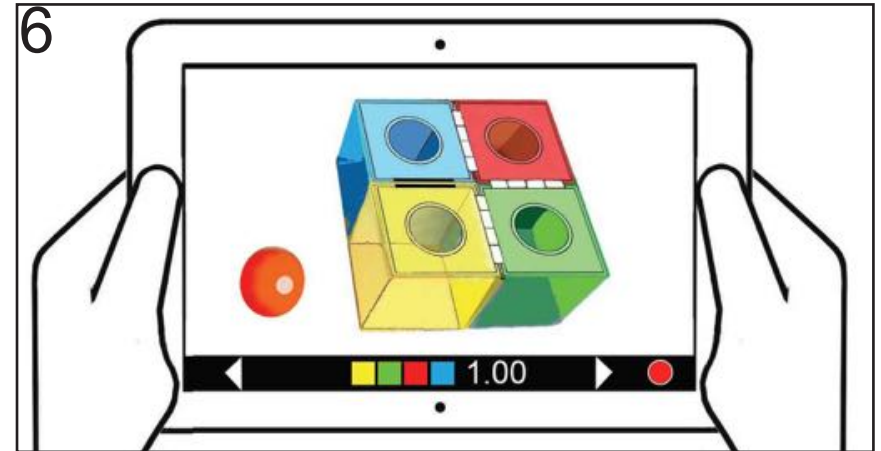
Setting level with or without text.



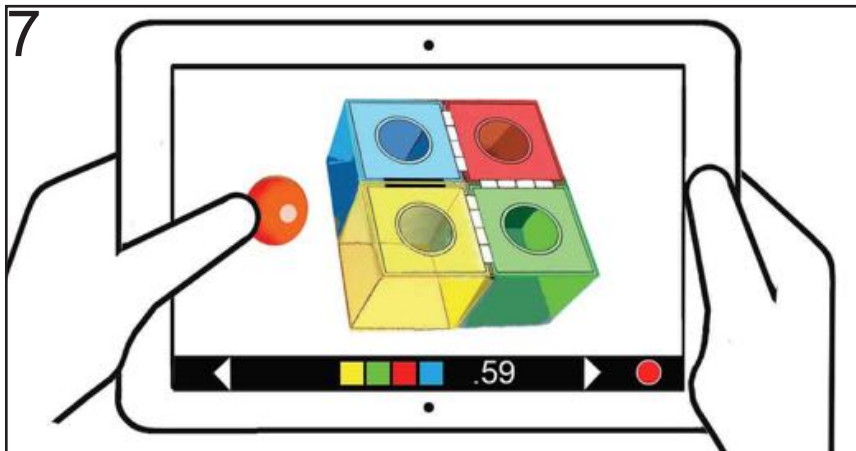
Setting time



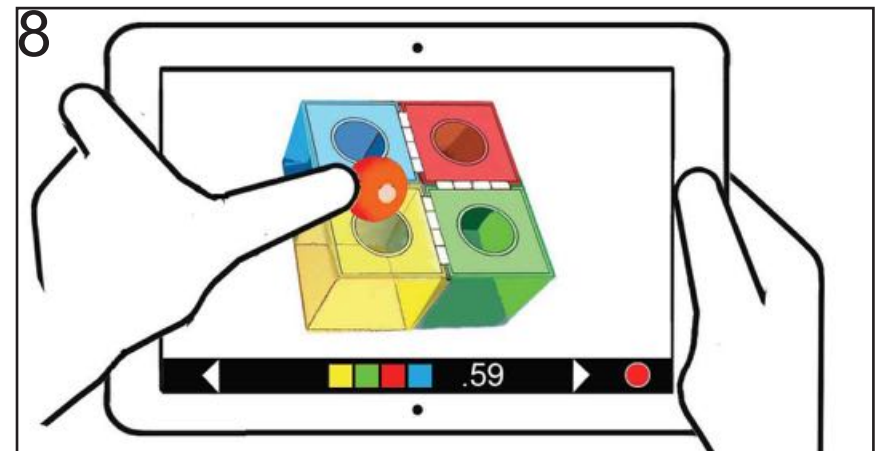
Change ball colour



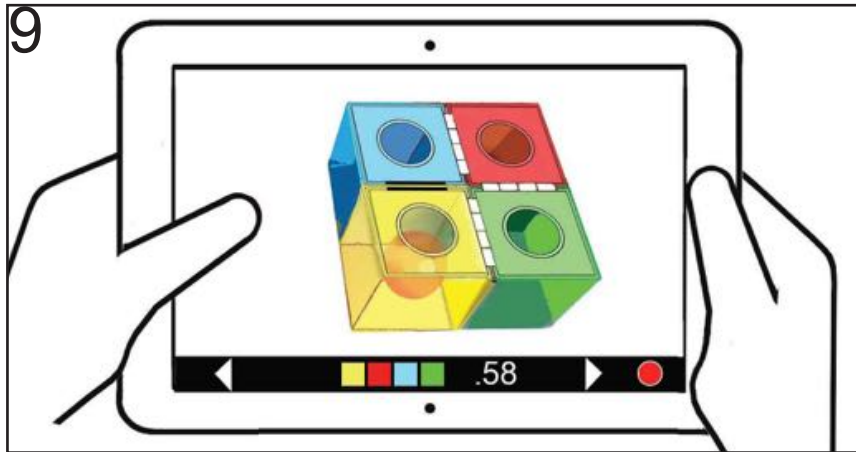
At the beginning of the game or new turn, the ball is always outside the cubes.



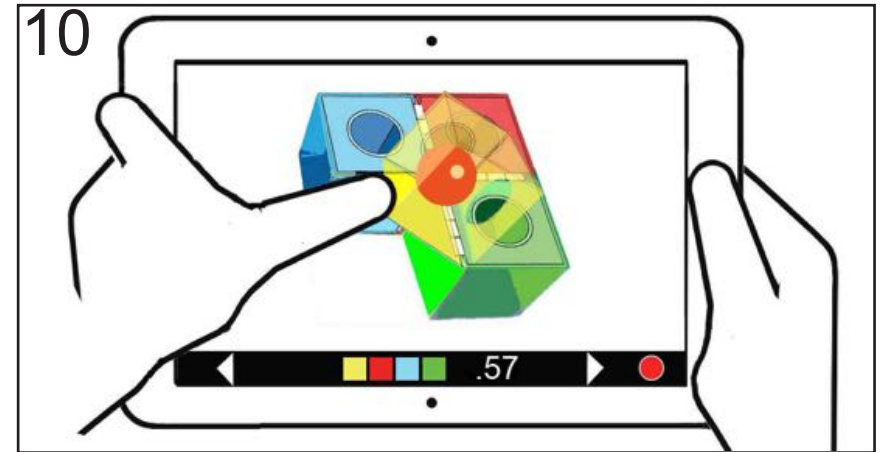
Dragging the ball toward the first move which in this case is yellow. This set the timer on. The cubes approach too to make the move faster.



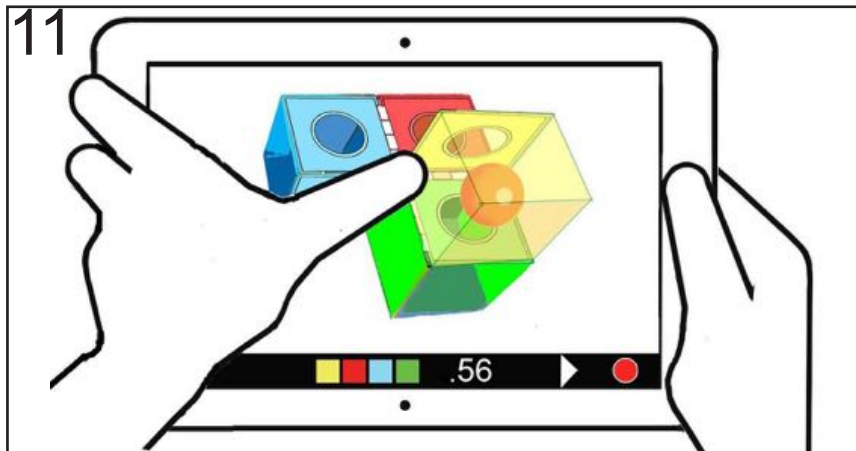
Putting the ball in the first cube.



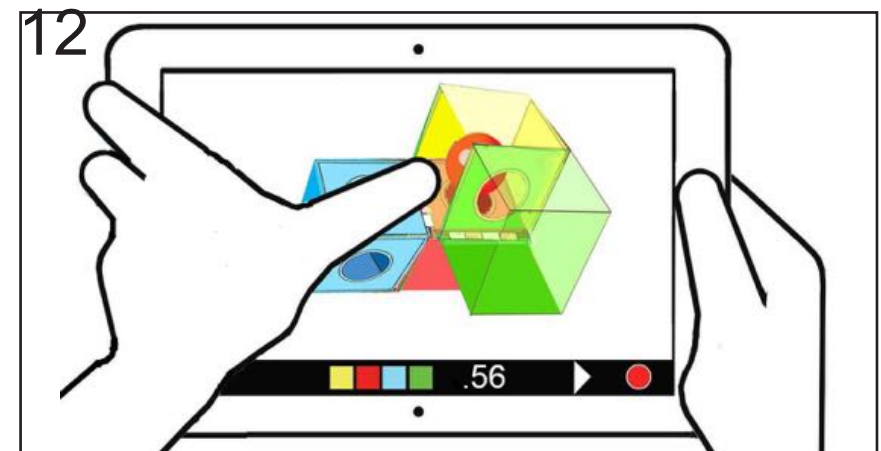
Release the ball and it will go into the cube. **The ball will always fall down as if attracted by “gravity”.**



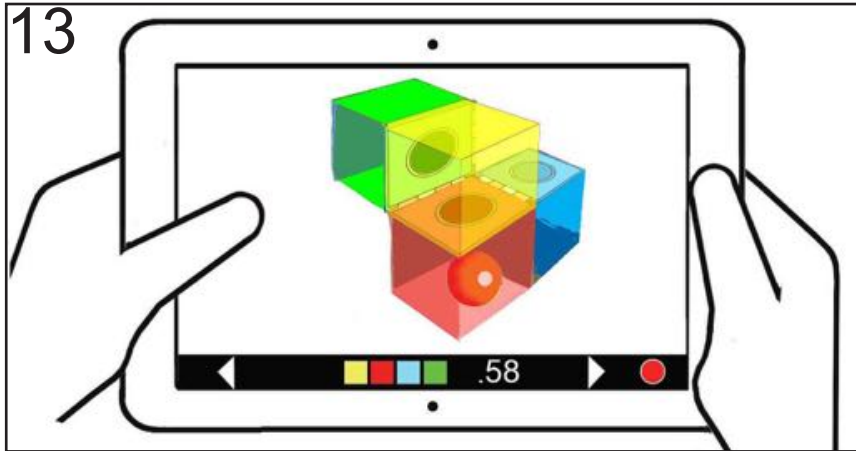
Rotate the cube to the next move which in this case is red. Need two rotations..



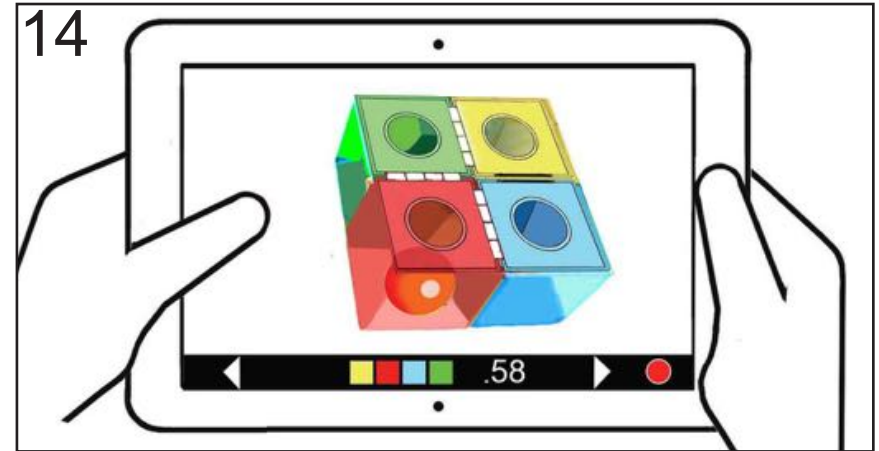
Rotation 1 . Keeping the finger on the cube does not let the ball go out.



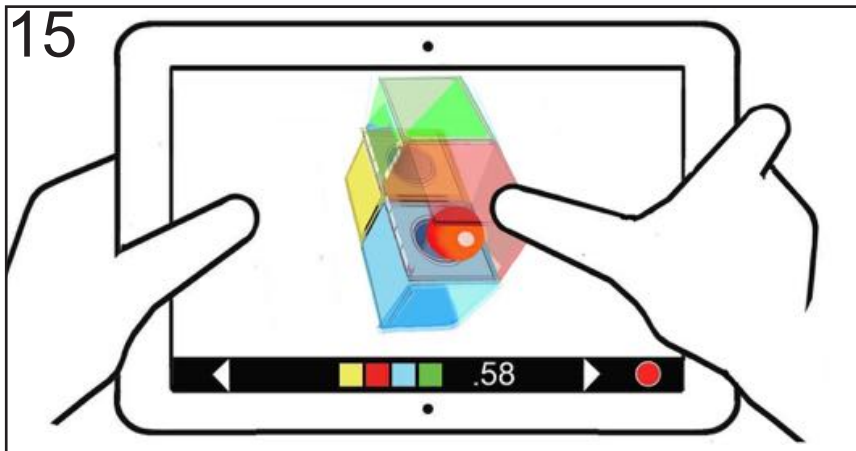
Rotation 2 . The green cube moves too because it is hinged to the yellow and red ones.



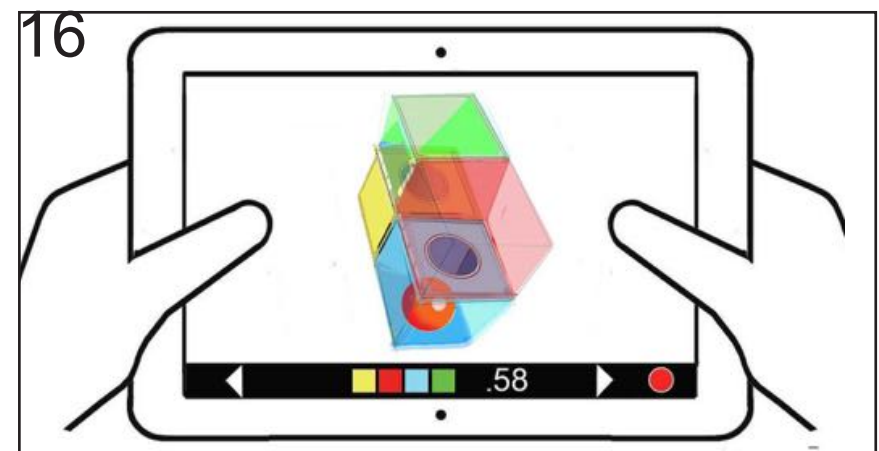
Releasing the cube that holds the ball makes the ball go into the next cube. The ball will always go through the aligned holes only and never outside the cubes.



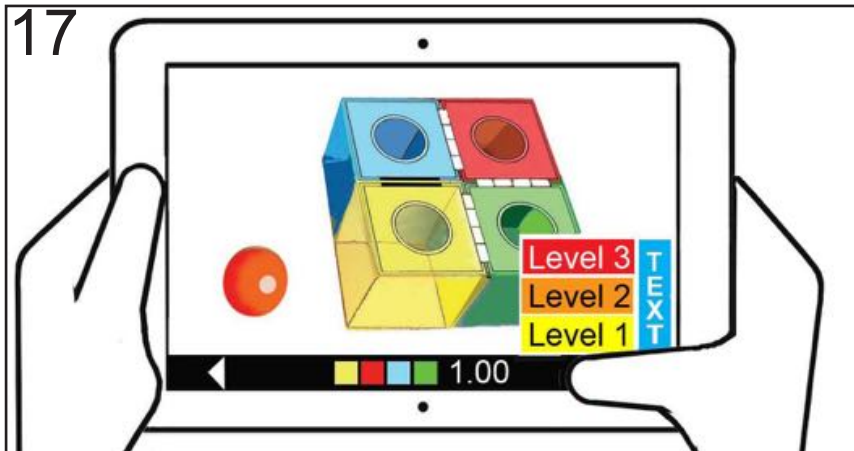
Once the move is done, all the cubes go back to their original position although they can be seen from a different angle.



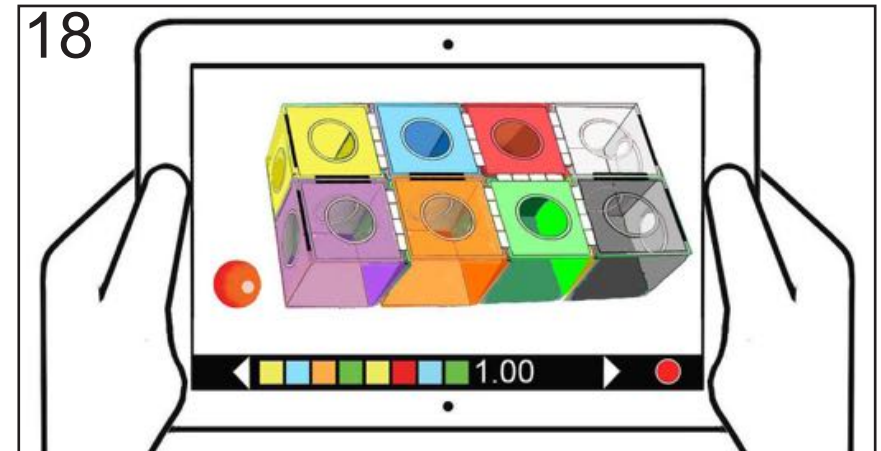
Again, by rotating the red cube the green one moves too due to the hinges. Needs one rotation only.



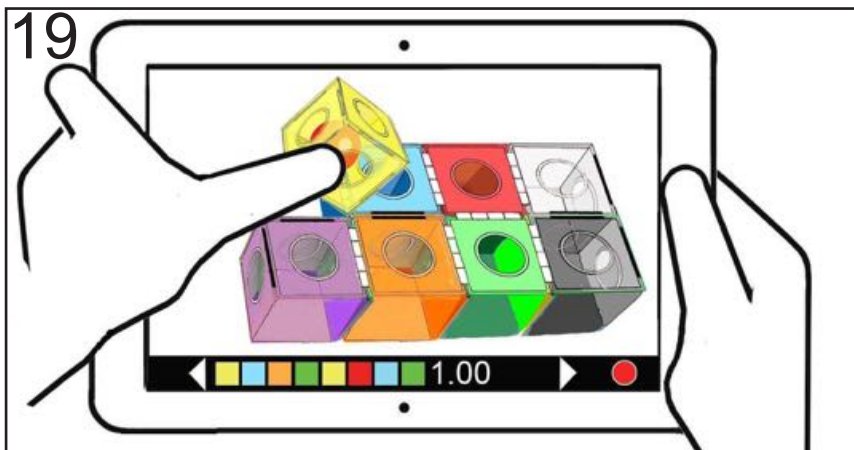
Again, lifting the finger from the cube that holds the ball, makes the ball fall into to the next cube.



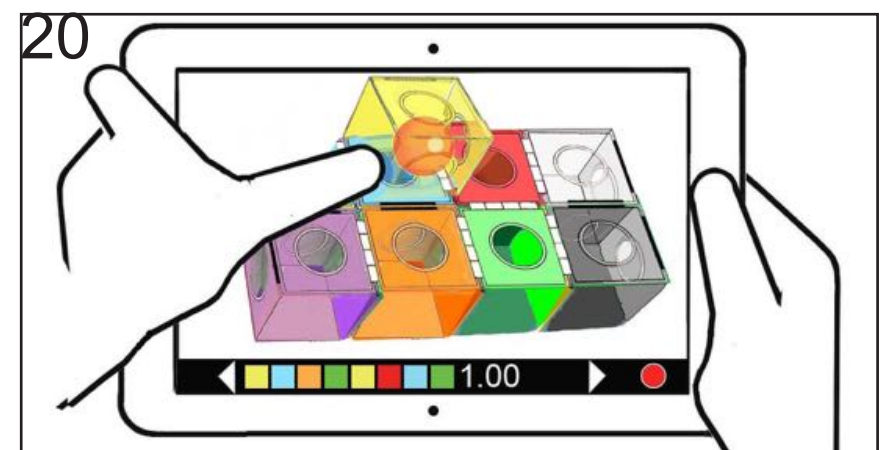
Changing to level 2



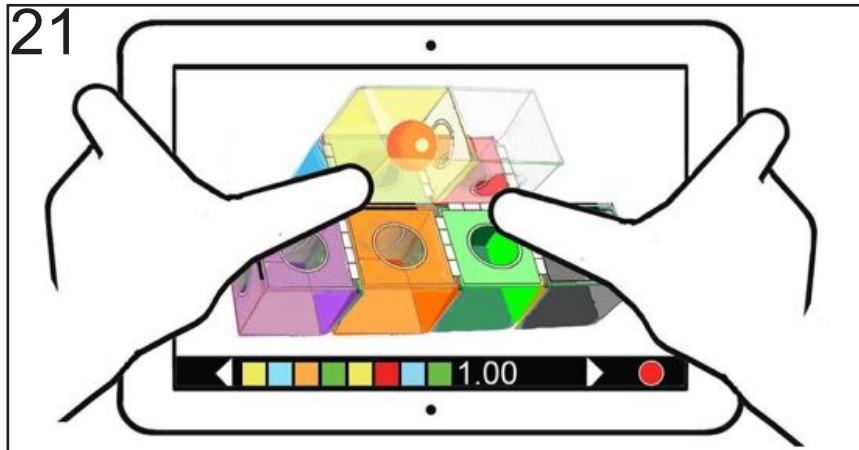
Level 2 has the same principles as level 1 but little more complex moves with 8 cubes.



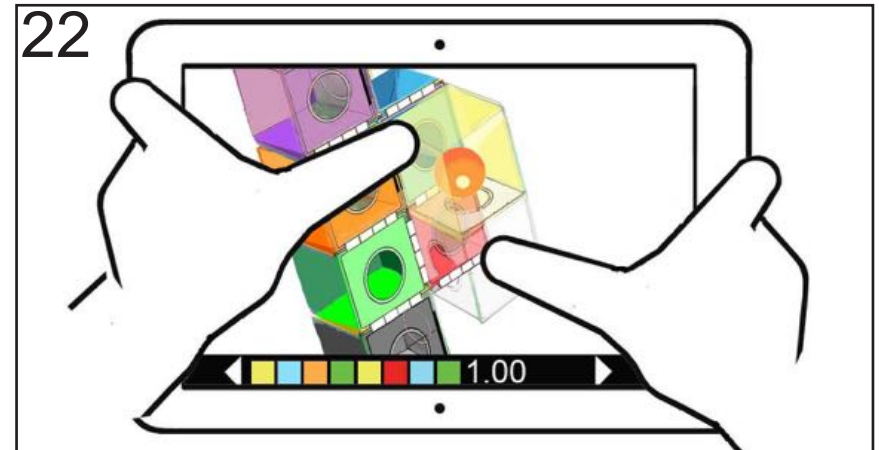
Paying attention where the hinges are let the player visualize or calculate moves.



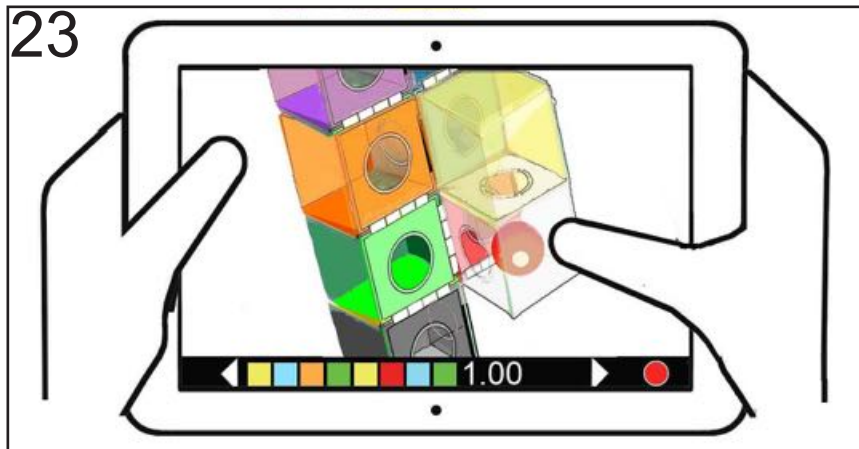
Moves need either one, two or three rotation(s) depending of where the ball must go.



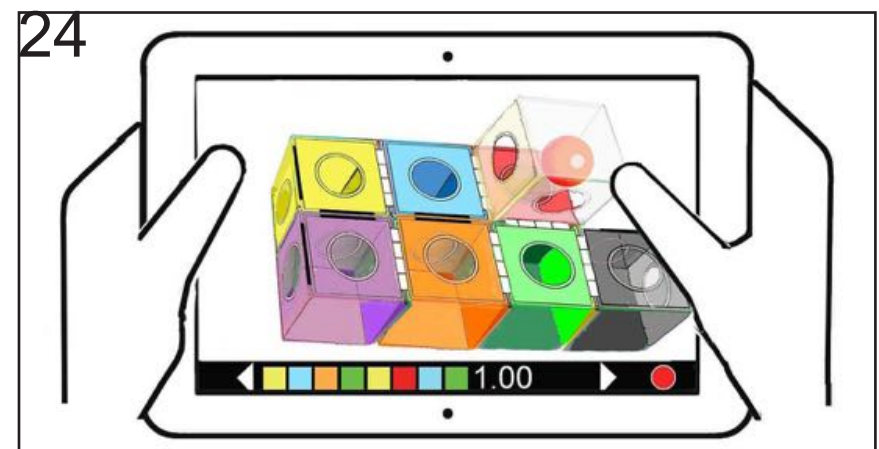
Rotating two cubes at the same time.



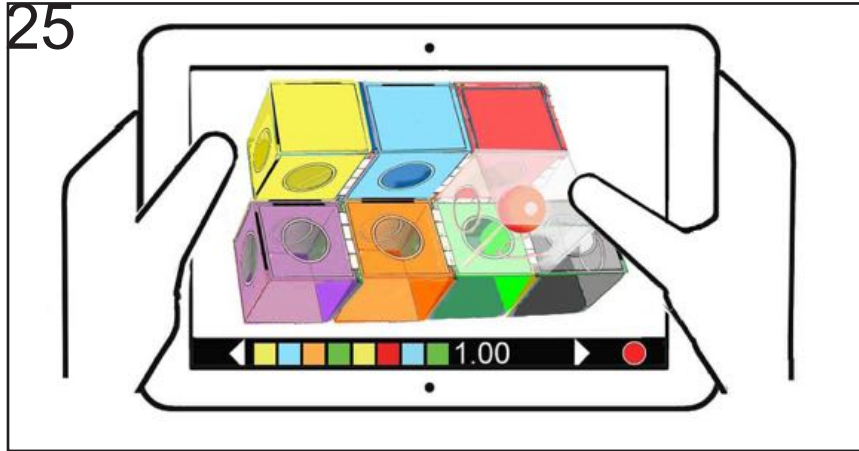
By holding two cubes at the same time, the player can rotate the whole set of cubes. The cube that holds the ball must always be above. This way the ball can “fall down” into the next cube.



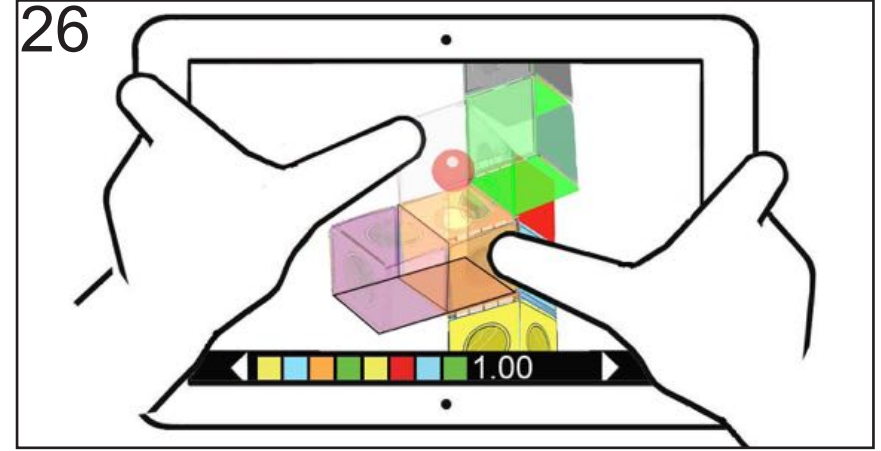
Again, the cube that holds the ball must be released first. then the ball will drop into the next aligned cube.



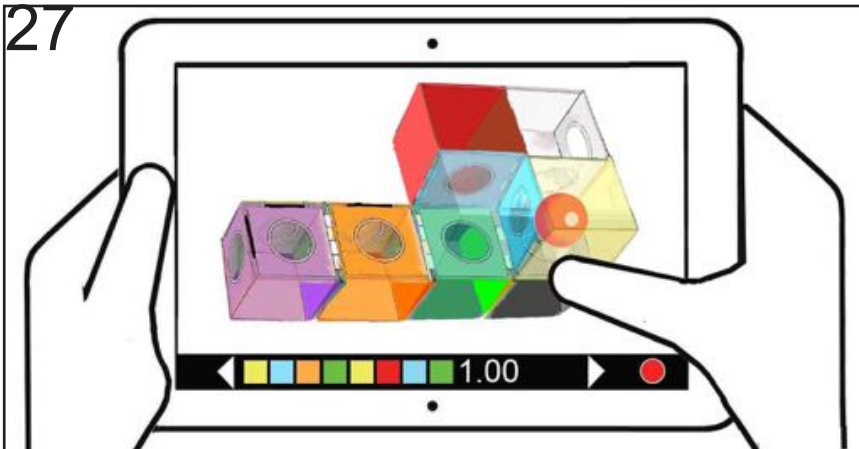
Some moves need two rotations only.



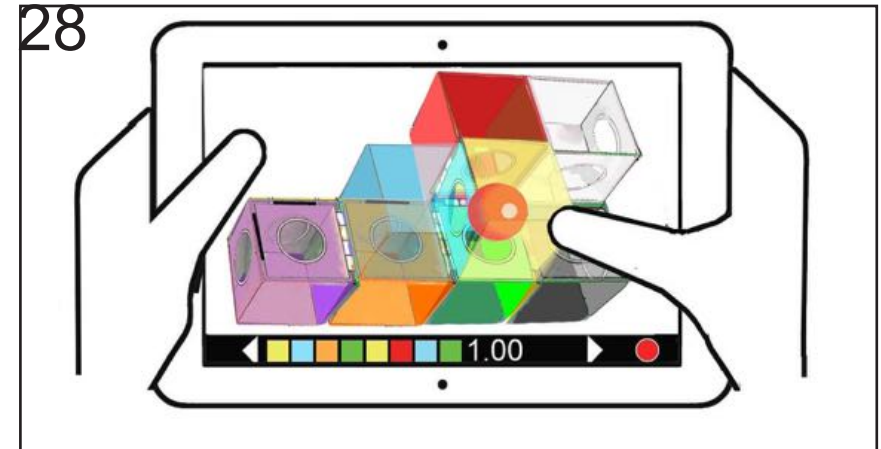
Rotating two cubes at the same time.



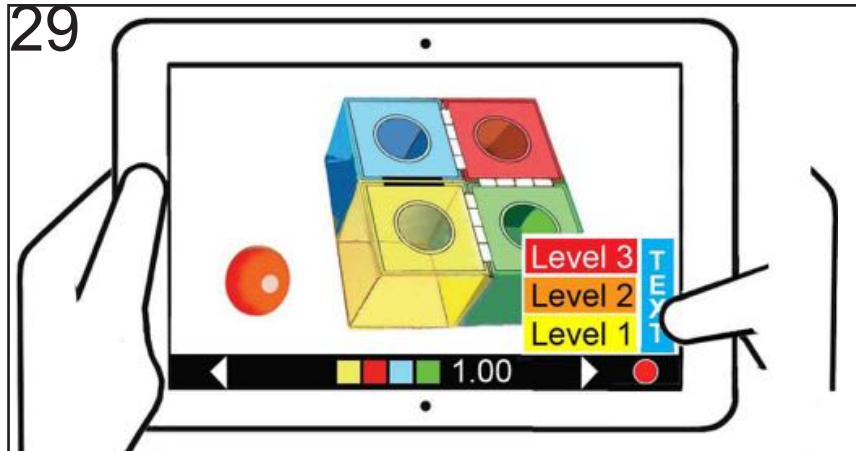
By holding two cubes at the same time, the player can rotate the whole set of cubes. The cube that holds the ball must always be above. This way the ball can “fall down” into the next aligned cube.



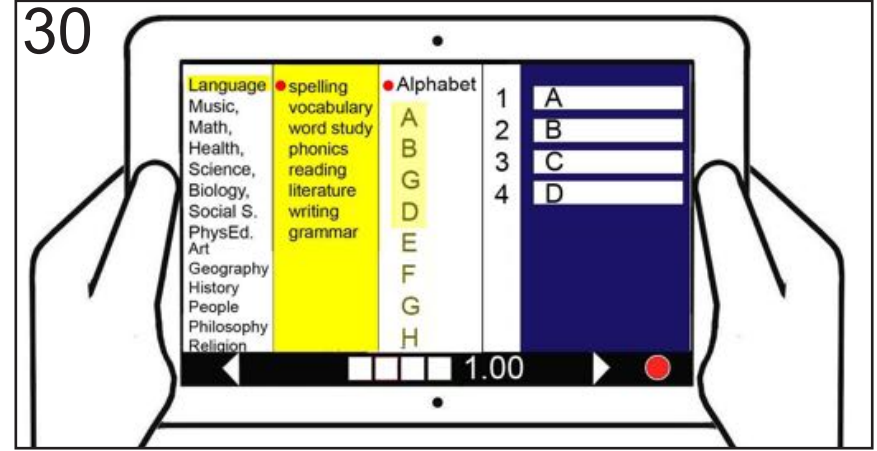
Again, the cube that holds the ball must be released first. then the ball will drop into the next aligned cube.



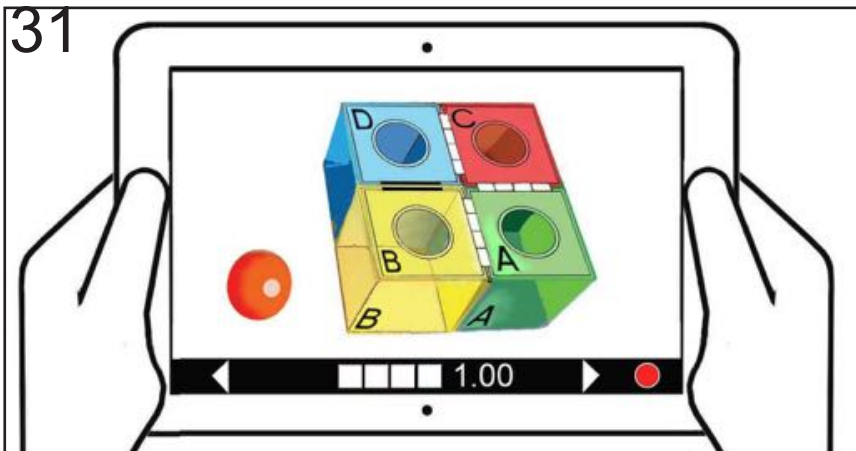
Moves need either one, two or three rotation(s).



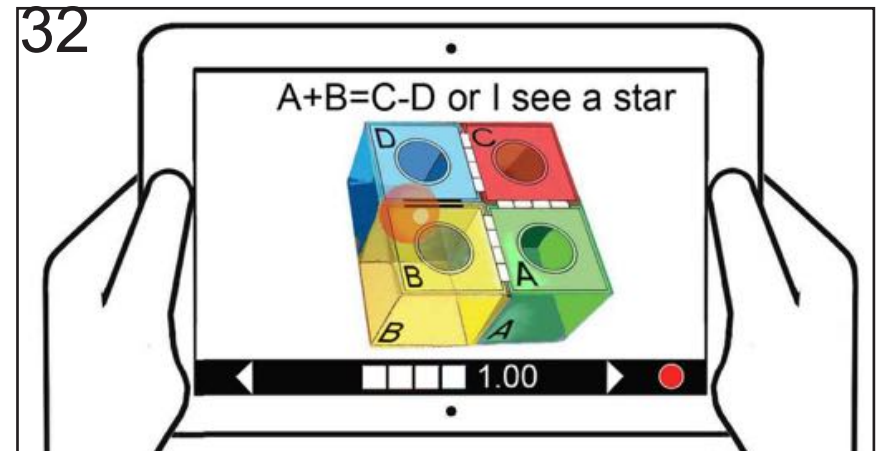
Selecting text to any level



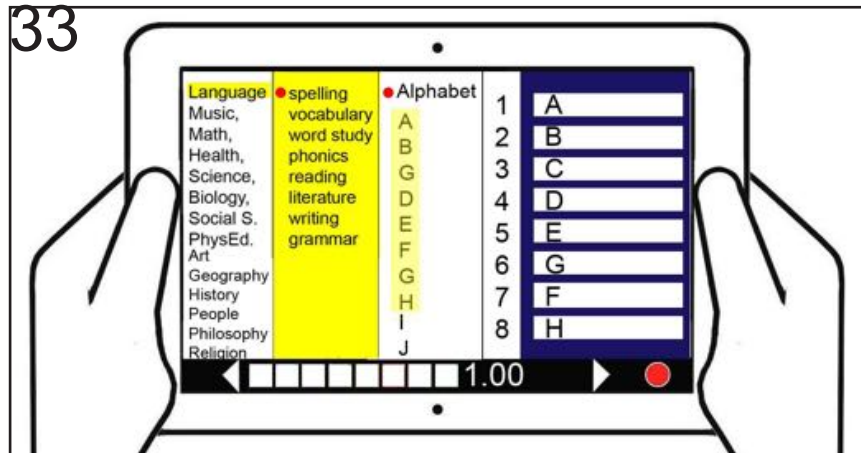
Level 1: (For the four cubes). A new screen appears. This is a five section file. From left to right: 1) Topics, 2) sub-topics, 3) sequential lists from which to choose, 4) correct order, 5) final list that will appear on the cubes. A player or teacher can type a new list on section 5 too. Click once on the arrow at the right to start.



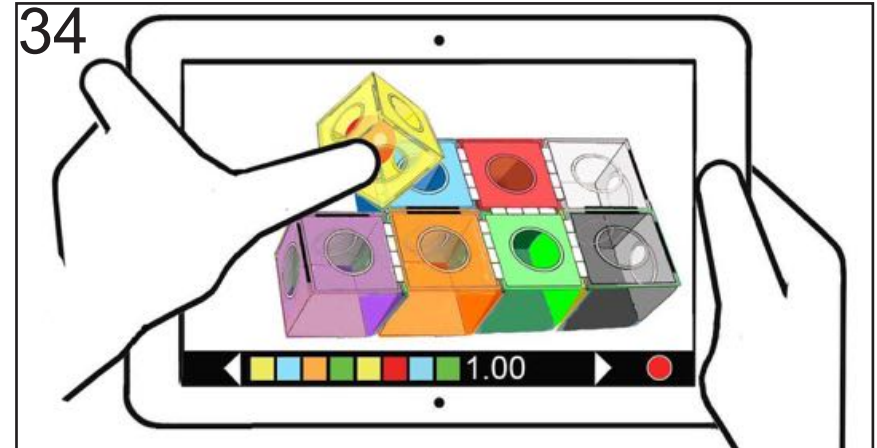
The chosen list will appear “printed” at random on the cubes. To win, the player has to do the moves in the correct order of the list. **Thus, in any level with the text option, the moves are done according to the ever changing intellectual content on the cubes.**



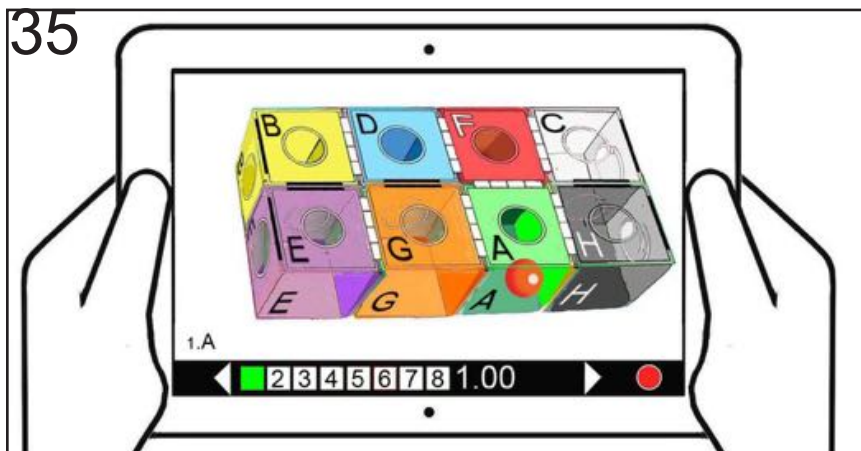
Language, Math, Science or any subject: When correct moves are done; sentences, equations or formulas will appear on the screen, horizontally or vertically according to topics.



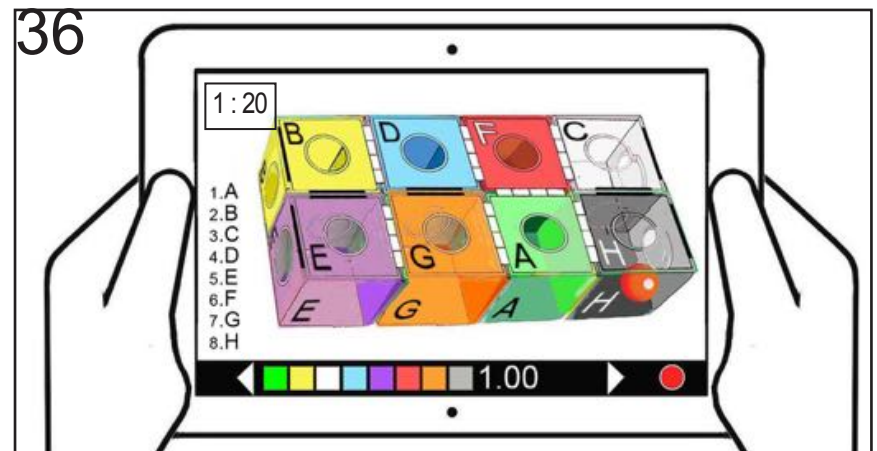
Level 2 -3 (For the 8 cubes). More complex options and topics. Using a password, a player or teacher can type and save a new list on section 5 too. Click once on the arrow at the right to start.



Again: **Moves** are done according to the ever changing intellectual content on the cubes.



At every move, the color of the cubes will gradually substitute the numbers on the order bar and the correct list will start appearing on screen. This way the player knows if the moves are correct or not.



Once the sequence is correctly done the complete list appears (in a vertical or horizontal way according to topics). Punctuation window blinks showing the winner.