Kewbz

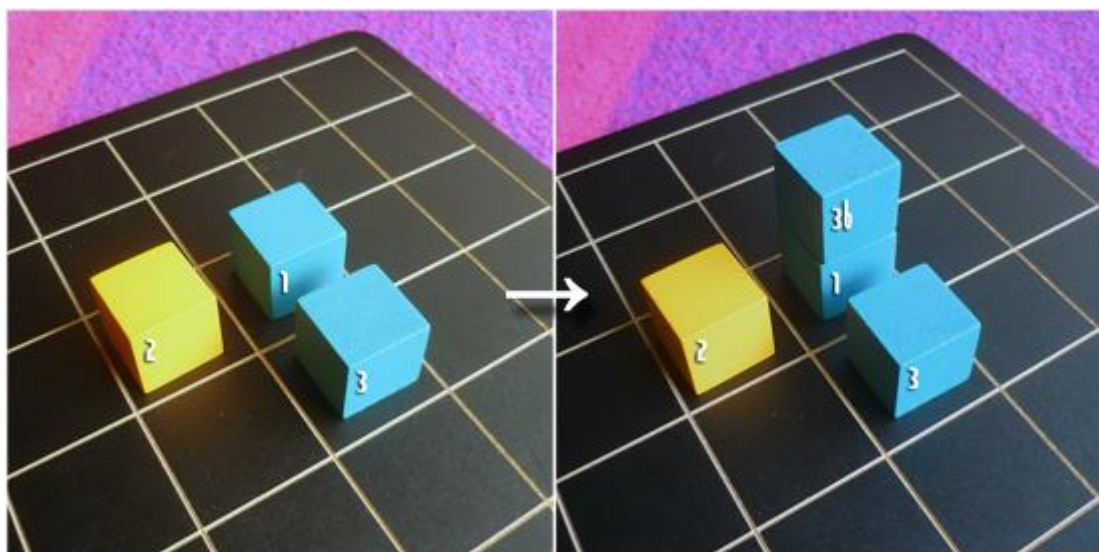2010, Greg Zima, https://boardgamegeek.com/boardgame/69410
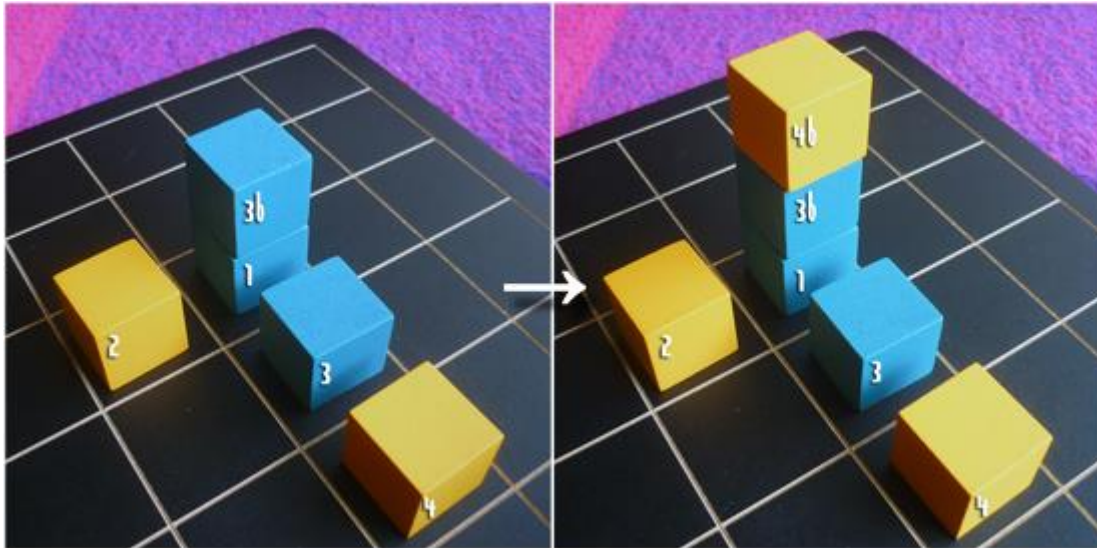
The game is played on a 6x6 board,

each player has 25 cubes

Starting with the blue player, each player places 1 cube directly on the board (on the board, **not** over other cubes). The cubes should be adjacent to other cubes that were already on the board (horizonally or diagonally).

When a player places a cube in a way that forms a **Corner** on the board (or "lengthens" an existing corner**), he will** also place a cube of his reserve over the formed Corner, creating **a** Tower (up to a maximum height of 5).
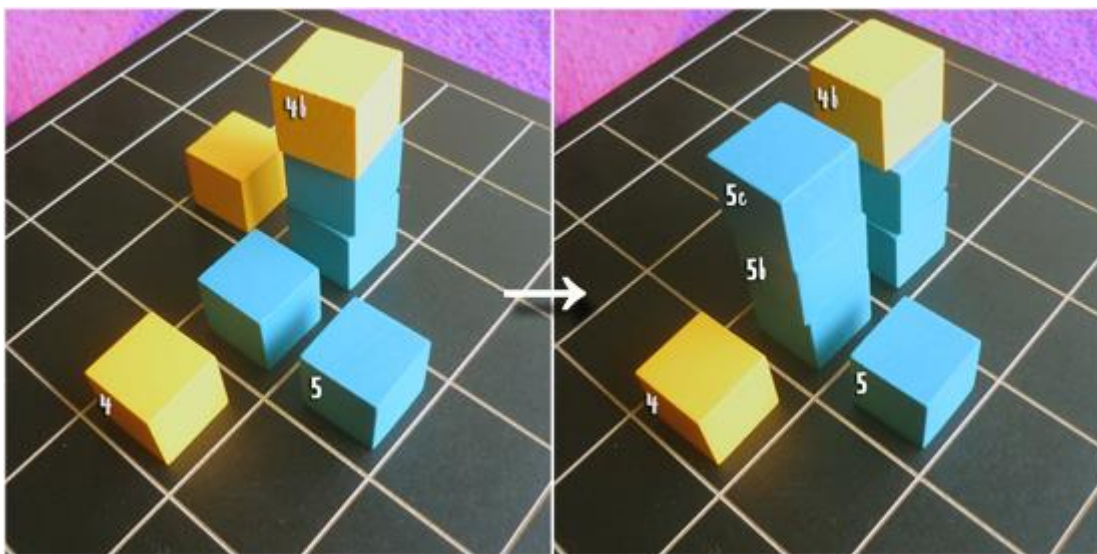

The blue player places the cube 3 in a corner, that allows him to add the cube 3b

The orange player places 4, prolonging the corner, so he adds 4b to the tower

It may be the case of placing a cube on the board and forming 2 corners instead of one. Or prolong several corners. In that case, 1 cube is stacked **for each** of the Corners.

With the cube 5, the blue player creates a double corner (one T), so he can stack two cubes in the newly created corner (5b and 5c)

Each Tower provides as many points as stacked cubes has (2 to 5) the owner of the Tower's upper cube.

The game ends when one of the players places his last cube. At that time the points of the **Towers** are counted and the player who still had buckets without placing **will subtract 1 point** for each of them.

The player with the most points wins the game.

Final start: Blue 13 points (5+3+3+2), Orange 20 (5+4+4+4+3+2-1-1).
Orange wins

Ref: https://ludotecla.wordpress.com/2012/01/08/kewbz-la-resena/