

# Kuba

## The Push to Play Strategy Game

For 2 players – Ages 10 and up

### Contents

- 1 custom game board
- 8 rubber feet
- 8 white glass marbles
- 8 black glass marbles
- 13 red glass marbles
- rules

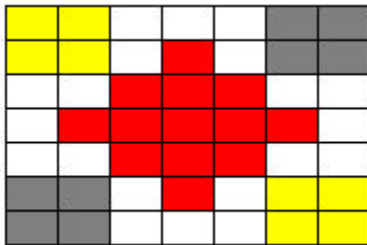
### The Goal

The first player to push seven red marbles off the board is the winner.

*Note: In this document, yellow is used to represent white marbles, and dark gray for black. Additionally note that only the “internal” 49 spaces are represented. The four long grooves are called catching grooves. The 28 “external” spaces are called collection hollows.*

### Preparation for Play

Set up marbles as shown. White begins. Black decides how the board will be positioned.

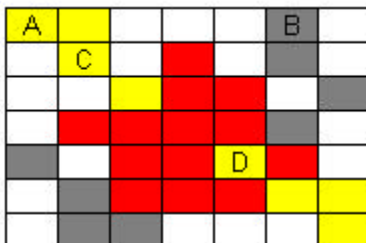


### 1. The Play

Players alternate. One always moves white, other black. Red is neutral.

### 2. Pushing a Single Marble

On his/her turn, a player may push one of their marbles vertically or horizontally. No jumping. No diagonal movement. You must have direct access to a marble to push it, i.e. the space behind it must be free.



A can legally move "down"

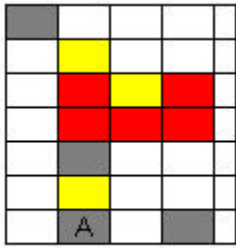
B can legally move "right" or "left"

C cannot move "down"

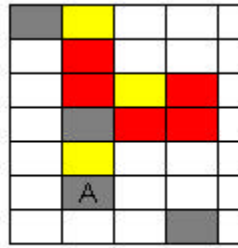
D cannot move at all

### **3. Pushing more than one Marble**

If other marbles (of any color) lie directly in front of the one being pushed they too get pushed. Therefore, it's possible to push a maximum of 6 marbles with your own one.



Before (A being pushed "up")



After

### **4. Important**

If a player pushes **a)** a single marble of his/her opponent, or **b)** a whole row of marbles with one of his/her opponent's marbles at the end, then their opponent is NOT allowed to push straight back on the next move, but must wait for the turn after. This ensures that a stale-mate game (where two players just keep pushing backwards and forwards) is avoided.

### **5. Conquering Marbles**

If an opponents marble, or a neutral red marble, is lying at the edge of the board, then it may be pushed into the catching groove. The marble has then been conquered, and is out of the game. A player may not push his/her own marbles off the board.

Once a player has pushed a marble off the board, he/she immediately has another turn. They do not have to move the same marble again. If another marble is pushed off the board, they get yet another turn.

### **6. The Collecting Hollows**

Immediately after pushing a marble off the board, player places it in one of his/her collecting hollows. Red marbles in front of you; captured opponent's marbles in the row [side] to your right.

### **7. The WINNER**

First player to capture 7 red marbles wins. If a player cannot make a legal move, or if all his/her marbles have been captured, then their opponent wins. The loser plays white in the next game.