



15'



2



6+

KUBRUSS

created by Léandre Proust

n°10



GAME COMPONENTS

- 1 Game Board
- 14 paper tokens

GAME OBJECTIVE



In Kubruss, you'll have to place Blocks of different sizes on the Game Board to create the largest area of your color.

SETUP

Each player gets 7 Blocks (4 Small, 2 Medium and 1 Large) of one unique color (red or blue) and places them in front of him, near the Game Board. These Blocks compose its supply. At the beginning of the game, no Blocks are placed on the Game Board. The first player is chosen randomly.

HOW TO PLAY

Players perform their turn each in turn. During his turn, a player must choose a Block from his supply (Small, Medium or Large) and place it on the Game Board. A Small Block occupies one space, a Medium Block occupies two spaces and a Large Block occupies four spaces. Medium and Large Blocks can cover strictly smaller Blocks of any player. Important: when a player places a Large Block to cover a Medium Block, this last must be totally covered.

END OF PLAY

The game ends when all Blocks have been placed on the Game Board OR when the players cannot place Blocks anymore. Important: when a player cannot play, he must pass.

VICTORY CONDITIONS

The winner is the player who have created the largest area of its color: score 1 point per adjacent spaces of your color. If there is a tie, the winner is the player with the largest number of Small Blocks of its color uncovered. If there's still a tie, the winner is the player who didn't play first.

