

# BallCube 2.0



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# BallCube 2.0

**Who has the best strategy, to get their marbles out of the BallCube 2.0 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 place the marbles in the cube in such a manner that you  
are also the first to get them back again.**

**BallCube 2.0 is a mind game for 2-3 players (teams), that encourages spatial  
thought, strategy and tactics.**

**Age: from 7 years**

## **Game contents:**

- 1 gamebox (consisting of 7 elements)
- 12 marbles (4x black, 4x red, 3x light blue, 1x white)
- 15 perforated sliders (The number and positioning of the holes on each slider are arranged differently.)

On the slider grips the respective hole combinations are marked. The three slider sections are shown. The raised nubs in each section symbolise the holes (e.g. nub in position no. 1 = hole in the first section of the slider).

## **Preparation:**

At first the players take the sliders out of the BallCube 2.0.

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## Game Instructions for 2 players:

### 1ST ROUND OF PLAY

Each player chooses a red or black set of sliders. They then take turns to position the sliders into the unoccupied slits of their choice, until they are inserted into the cube up to the end of their grips. After having pushed in all sliders with the red and black grips the one with the white grip has to be placed into the last remaining free slot.

Players can put their sliders into the BallCube 2.0 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 5 levels is possible. That is - by the way- the most interesting variant for advanced players. The first round finishes when all 15 sliders have been inserted into the slits.

### 2ND ROUND OF PLAY

Each player receives 4 marbles in a single colour (red or black). The players then take turns to place the marbles in the unoccupied columns, with only one marble per column allowed. The second round ends when all 8 marbles have been divided between 8 columns (one marble per column, one column remains unoccupied).

### 3RD ROUND OF PLAY

The players take turns to pull a slider of any colour out one notch (slider-notch) or, if preferred, push the slider in. After each move the slider remains in that position. The opponent player may not reverse that move subsequently. The aim is to make one of the

own marbles fall or even block one of the opponent's 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 aren't 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 is the first to get out all his own marbles, has won. Naturally, the aim of the game can also be turned around, in which case the first person, who gets all the marbles back out, would have lost the game. That means having to protect the own marbles and making sure that the 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 4 of the available 5 levels.

### WHITEBALL - A variation for advanced players

Additionally to the 8 coloured marbles (4x red, 4x black) the white marble comes into the game now. In the 2nd Round of Play – after having placed the coloured marbles - the white marble has to be positioned into the last unoccupied column.

The game is played as above, that is players try to be the first to get all 4 marbles out. The winner is the person who has finally got out the white marble. If the white marble falls accidentally before, then the game is over. The loser is the player who lets the white marble fall accidentally during the game.

**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 light blue marble	= 3 points each
3 x red marble	= 2 points each
3 x black marble	= 1 point each

**1ST ROUND OF PLAY:**

As with the other variants.

**2ND ROUND OF PLAY:**

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

**3RD ROUND:**

The game is played as with the other variants, however each player gathers the marbles, which he has got out of the cube, outside of the BallCube 2.0. Once all marbles are out of the BallCube 2.0, players sum up the points corresponding to their marbles. The player with the most points wins.

**COUNTERBALL EXTREME - Big fun for seasoned players**

**1ST ROUND OF PLAY:**

The game is played similar to the rules of **COUNTERBALL**, 1st Round of Play, whereas the players agree on where to position the white slider. It has to be positioned somewhere in the lowest level at the bottom; afterwards the coloured sliders are placed.

**2ND ROUND OF PLAY:**

The game is played similar to the rules of **COUNTERBALL**.

**3RD ROUND OF PLAY**

The game is played similar to the rules of **COUNTERBALL**, whereas the players have to avoid letting a marble fall down onto the white slider. In that case the player gains "minus-points" in the quantity of the points which are assigned to the respective coloured marble, which has fallen onto the white slider.

You can only move the white slider when you have gotten out already two marbles at least.

The player with the highest positive balance (plus-points - minus-points) is the winner.

**Game variant for 3 players  
BALLCUBE 2.0**

Each player gets 3 marbles of one colour ( 3x black, 3x red or 3x light blue). The game is played similar 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.

**The game variant „WHITEBALL“ cannot be played with 3 players.**

**You can play the game variants „COUNTERBALL“ and „COUNTERBALL-EXTREME“ also with 3 players.**

These game variants are provided as suggestions only. We don't wish to set any limits to the imagination of those who might find other ways to play BallCube 2.0.

**WARNING! CHOKING HAZARD! Not for children under 3 years due to swallowable small parts and small balls.**

