

# 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 in English, French, and Spanish

### NOTE

Before playing for the first time, the eight rubber feet must be mounted in the holes on the reverse side of the board (See *illustration 1*).

### The Goal

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

### Preparation for Play

The glass marbles are placed on the board as shown in *illustration 2*. The players decide who plays white and who plays black. White begins. Black is allowed to decide how the board will be positioned. According to how he/she chooses, either their own color will be in the bottom right hand corner, or that of their opponent.

### 1. The Play

Each player takes alternate turns. One player always moves with the white marbles, the other always moves the black ones. The red marbles are neutral.

Illustration 1

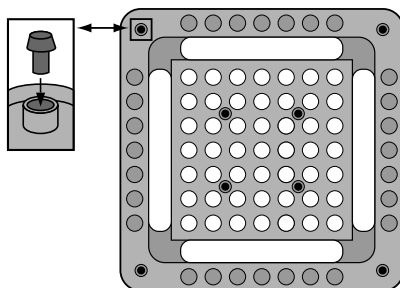
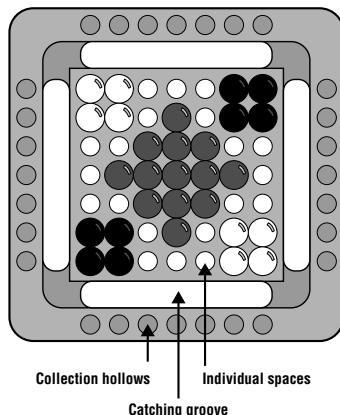
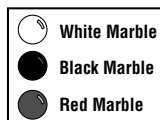


Illustration 2



## 2. Pushing a Single Marble

When it is a player's turn, he or she may push one of their own marbles in either a vertical or horizontal direction.

Jumping is not allowed.

The construction of the board only allows moves in these two directions – diagonally is not

possible. You must have direct access to a marble to push it. So in Kuba, the space behind the marble you wish to push must be free. (See illustration 3 and 3.1).

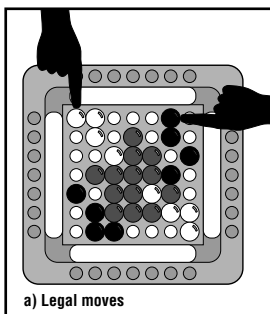


Illustration 3

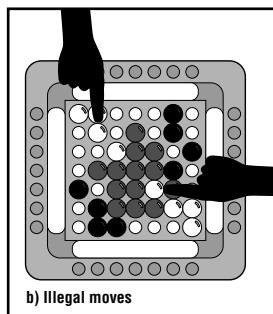


Illustration 3.1

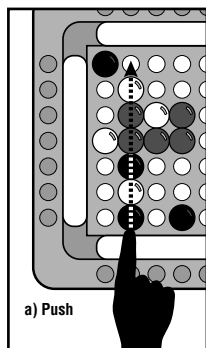


Illustration 4

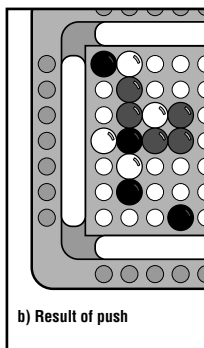


Illustration 4.1

## 3. Pushing more than one Marble

If there are other marbles (either your own, your opponent's or neutral red ones) lying directly in front of the marble you are pushing, then they are pushed one space forward. (See illustration 4 and 4.1). Therefore, it is possible to push a maximum of 6 marbles with your own one.

## 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 (See illustration 5 and 5.1). This ensures that a stale-mate game (where two players just keep pushing backwards and forwards) is avoided.

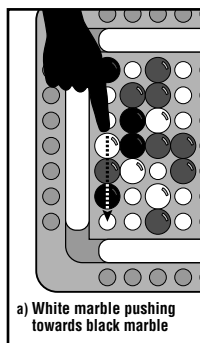


Illustration 5

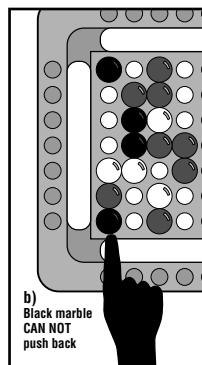


Illustration 5.1

## 5. Conquering Marbles

If an opponent's 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 (See illustration 6). 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, but can choose to push a new one. If they push another marble off the board as a result, then they have yet another turn. It is therefore possible to conquer more than one marble each turn.

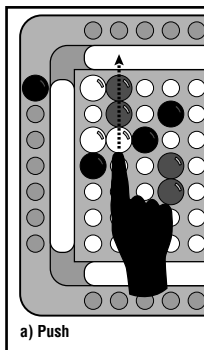


Illustration 6

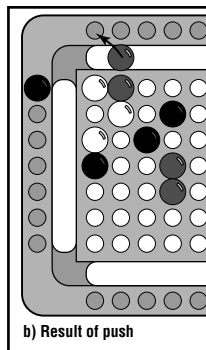


Illustration 6.1

## 6. The Collecting Hollows

A player who pushes a marble off the board immediately places it in one of his/her collecting hollows (See illustration 6.1). The collecting hollows make it easier to keep track of how many red marbles each player has conquered. We recommend that you keep your red marbles in the row in front of you, and your opponents marbles that you have already conquered in the row to your right.

## 7. The WINNER

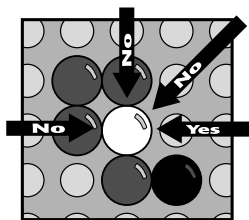
The first player to conquer 7 red marbles is the winner. If a player cannot make a legal move, or if all his/her marbles have been pushed out of the game by their opponent, then their opponent wins. The loser plays white in the next game. In a completely hopeless situation, it makes more sense to concede the game, and to have more fun playing the next one!

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# Movement Reference

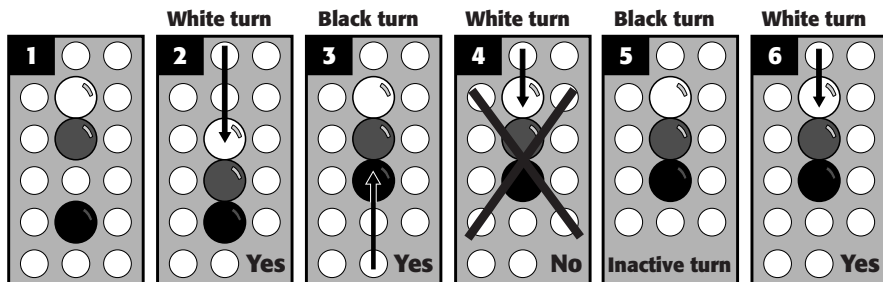


## Pushing a single marble

White has only one possible move as illustrated here.

## Pushing restriction

Follow this sequence of play, starting with white's turn:

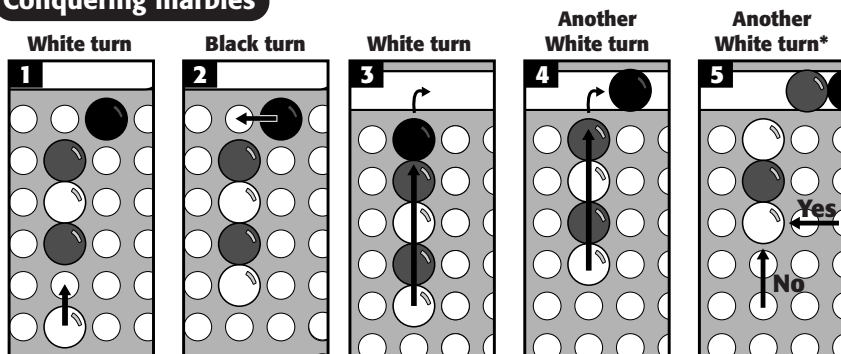


**Step 4.** White cannot push back, but must move a different marble on this turn,

**Step 5.** Black may push his or her same marble again or choose to move another.

**Step 6.** In this scenario, black chose to move elsewhere, but could have pushed the white marble.

## Conquering marbles



\*White cannot push its own marble off the board.