

Ryohei Kurahashi

BREAK THE CUBE™

RULES

Overview and Goal

Will you be able to recreate your opponent's shape before they figure out yours?

Ask the best questions and be the first player to arrange your blocks in the right places to win the game.

In *Break the Cube*, your goal is to recreate the shape hidden behind your opponent's screen before they recreate yours. On your turn, ask them a question about their shape. Using deduction and spatial reasoning, be the first player to recreate your opponent's shape to win the game!

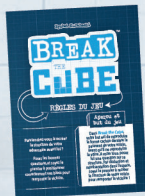
Contents



24 wooden blocks



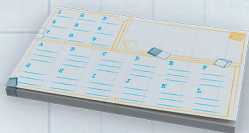
4 screens



1 rulebook



8 Foundation tiles



1 pad of note sheets
(for the variant)

Game Elements

24 Wooden blocks

The wooden blocks come in 3 sizes (small, medium, large). Each player uses 1 block of each size to create their shape behind their screen, and 1 block of each size to recreate their opponent's shape in front of their screen.

Screens

Each player has a screen that will hide their shape from the other players. It also provides a reminder of the 3 questions you can choose each turn, as well as the building rules.

Note sheets

These sheets are only used when playing with the variant (see p.7).

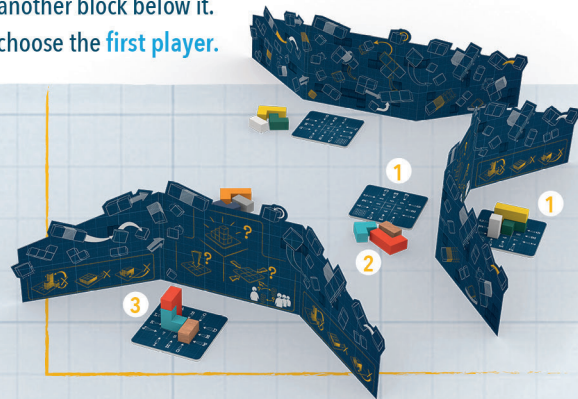
Foundation tiles

Each player has 2 Foundation tiles: one to build their shape on and one to recreate their opponent's shape. Each tile has a grid with numbered coordinates on the inside and lettered coordinates on the outside.



Setup

1. Each player takes **1 screen and 2 Foundation tiles** and places them in front of them. One of your tiles must be placed behind your screen, hidden from the other players. The other tile must be visible to everyone.
2. Each player takes 2 small blocks of the same color. Do the same with 2 medium and 2 large blocks. Keep 1 block of each size behind your screen and put the other 3 blocks in front of the screen belonging to the player to your right. Return any remaining blocks to the box. They will not be used in this game.
3. With the 3 blocks hidden behind your screen, **create a shape on the grid shown on your Foundation tile**, following these rules:
 - A. The shape cannot exceed 3 cubes wide or high in any direction (even vertically).
 - B. At least 1 block must reach the "2nd layer" of your shape: you cannot place all the blocks flat on the grid.
 - C. You cannot place any blocks in an unstable position. In other words, no part can hang in the air. The block must rest entirely on the tile and/or another block below it.
4. Randomly choose the **first player**.



This shape is too high, with a block in an unstable position.



This shape follows all 3 building rules.



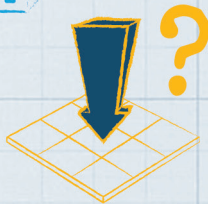
Gameplay

The game plays over a **series of turns**. The end of the game is triggered when **one of the players correctly guesses the shape of the player to their left**. With two players, the player to your left is the only other player.

The first player will take their turn, then play continues clockwise. **On your turn, ask the player to your left** one of the three questions (A, B or C) described on the following pages.

You can manipulate the blocks in front of your screen however you like, at any time, as you try to recreate your opponent's shape. However, after setup is finished, you cannot touch the blocks hidden behind your screen.

A



What do you see at [NUMBER] ?

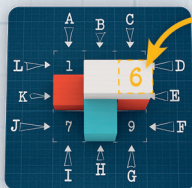
➔ Look at the shape from above.

This question targets one of the **numbered coordinates** on the Foundation tile hidden behind your opponent's screen. Clearly announce any number **between 1 and 9**. Your opponent must answer honestly with **the color visible at that coordinate**, by looking at the shape from above. It's possible that there may not be any block at this coordinate, in which case they must say so.

Then the player to your left takes their turn.

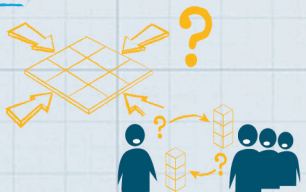
Example

What do you see at 6?



"White"

Even if there is a red block underneath the white one, seen from above you only see white at 6. So, for the moment, you don't mention the red.

B

What do you see
at [LETTER] ?

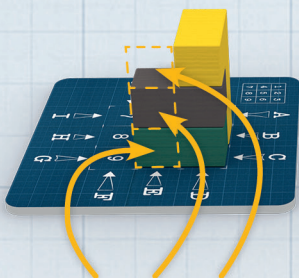
➔ Look at the shape from one
of the 4 sides of the grid.

This question targets one of the **lettered coordinates** on the Foundation tile hidden behind your opponent's screen. Clearly announce any letter, **from A to L**. **All players, including you**, must answer honestly with **any color(s) visible from this letter, from bottom (level 1) to top (level 3)**. It's possible that there may not be any block at a level at this coordinate, in which case they must say so.

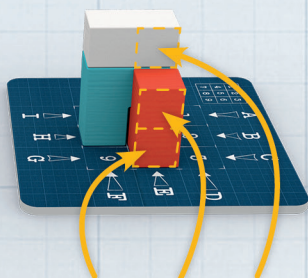
Then the player to your left takes their turn.

➔ **Suggestion** Asking "What do you see at [LETTER]?" gives you a lot of information at once, but you have to answer the question too. Be careful: Ask a question that gives you a lot of info without causing you to reveal too much about your shape!

Example *What do you see at E?*

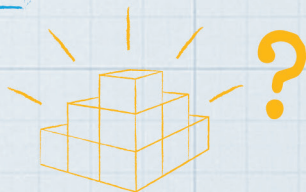


"Green, grey, nothing."



"Orange, orange, white."

C



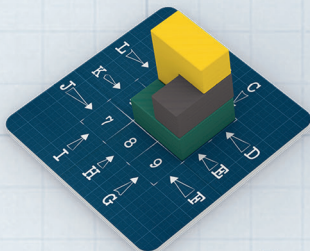
Does the shape I've built perfectly match your secret shape ?

This question targets **the shape that you've recreated in front of your screen**. Show it to your opponent. They must answer **yes** or **no**. They cannot say anything else.

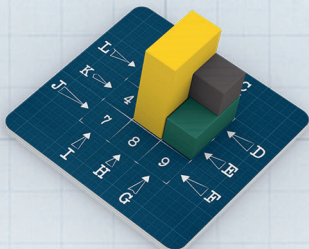
- If the entire shape is not exactly identical or it isn't placed correctly on the Foundation tile, the answer is **no**. Then the player to your left takes their turn.
- If the entire shape is exactly identical and placed correctly on the Foundation tile, the answer is **yes**. Continue to the end of the game.

Example

The shape to recreate:



The shape you propose:



The answer is "no!"

End of the Game

As soon as a player asks question C. "Does the shape I've built perfectly match your secret shape?" and the answer is **yes**, the end of the game is triggered. Continue playing until all players have had the same number of turns, then the game actually ends. **Any players who successfully recreated their opponent's shape win the game.** If multiple players win the game, they share the victory.

VARIANTS

It's very easy to change the difficulty of gameplay for even more fun:

I don't like memory games:

Let players take notes on the note sheets included in the box. Memory can trip up players in this type of game. Your questions will be even more revealing now!

I want a brain-burner:

With 2 players, you can choose to create shapes with 4 or 5 blocks instead of the normal 3.

I can't make a mistake (sudden death):

If you ask question C. and the answer is "no," you are eliminated. You don't ask any more questions, but you still answer questions the player to your right asks you. You can no longer win the game. If there is only one player left in play, they automatically win.

I win/lose all the time:

It's possible to give a disadvantage to a player who constantly beats their opponent.

For example, a younger player can take notes while their opponent must recreate a shape made of 4 blocks.



Credits

Designer: Ryohei Kurahashi

Project manager Xavier Taverne

Proofreader: Xavier Taverne, William Niebling

Graphic Design: Lenaïg Bourgoïn

Translation: Danni Loe

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Original Japanese version published by Gentosha, Inc.
(Tokyo, Japan).

IELLO - 9, avenue des Érables, Lot 341 - 54180 Heillecourt, France

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