

**RUBIK'S
GAMES**

*A Rubik's
Challenge...*



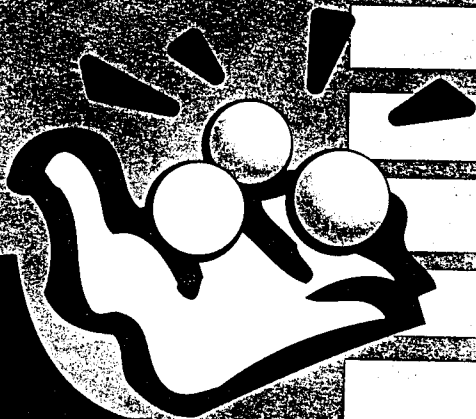
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2 Player Game!

RULES & TIPS BOOKLET



**RUBIK'S INFINITY
GAME**

Move One Ball to Change it All!

RUBIK'S™ INFINITY™ GAME!

Move One Ball to Change it All!

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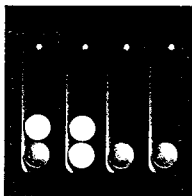
The Game

Rubik's Infinity is a strategy game for two players. The object of the game is to create as many lines of four marbles in a row as possible, while preventing your opponent from doing the same. The lines may be vertical, horizontal, or diagonal. But each move requires planning and placing one ball can change the entire game. The first player to reach "Infinity" wins!

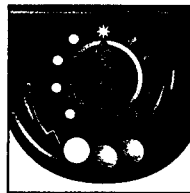
Meet Your Infinity Game



Rubik's Infinity has a compact, two-level game board and 18 marbles.



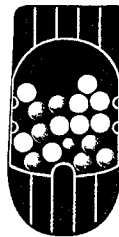
The upper section of the game board has four channels, where the marbles are placed during play.



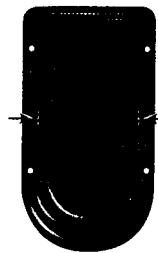
When a marble is "pushed" off the back of a channel, it will roll down the lower chamber to the front Marble Well for continued play.



The players keep score with the Central Knob, located at the front of the game board. You will notice that the dial is divided into five segments on each side.



The detachable tray under the base acts as a storage unit for the marbles when not playing.



To detach the compartment, simply squeeze the walls of the storage unit together.

There are a total of 18 marbles included: 8 blue, 8 yellow, 1 black and 1 white. The black marble is the "Joker" for the blue pieces, while the white marble is the "Joker" for the yellow pieces. Having a Joker in a line of four doubles the score.

Game Set Up

At the beginning of the game, the board is empty.

The "blue player" takes the eight blue marbles, along with the black joker marble, while the "yellow player" takes the eight yellow marbles and the white joker. Place the game board between the two players and make sure the scoring knob is in the "12 o'clock" start position (arrow pointing towards the "*" symbol).

You are now ready to play!

Rules of Play

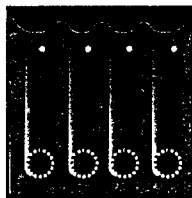


Diagram 1

The blue player starts the game by placing a blue marble at the curved base of any one of the four channels. (Diagram 1)

Next, the yellow player places a yellow marble at the base of any of the channels.

Play then proceeds with each player alternately placing one of their marbles in the channel of their choice . . . BUT ALWAYS AT THE CURVED BASE OF THE CHANNEL. If there are already marbles in the channel where the new marble is placed, each marble will be pushed up one space. (In Diagram 2, a yellow marble placed in channel #2 pushes up the two marbles already there.)

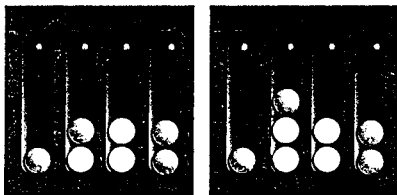


Diagram 2

As there are only four spaces in each channel, placing the fifth marble in a channel will push the top marble off the channel and out of the play area. (In Diagram 3, a yellow marble placed in the channel #3 pushes off the blue marble at the top and creates a vertical "row of four" yellows)

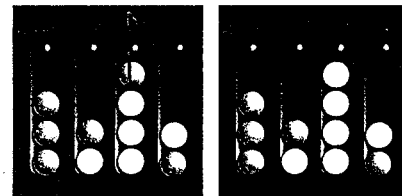


Diagram 3

The marble will automatically roll down the lower chamber and appear in the front Marble Well, ready to be picked up and brought back into play.

On any turn, a player may choose to place their Joker marble instead of their basic color marble. This could result in double points (see "Scoring" below).

The placing of each marble changes the pattern of the play area. Existing rows are destroyed and new rows are formed. As the game progresses and patterns change, each player will try to form rows of their own color, while trying to prevent their opponent from doing the same.

One of the players may run out of marbles temporarily, with none available in the Marble Well. If this happens, the other player continues to place marbles until a marble of the missing color is pushed off the play area and becomes available for placing again. This means that, in certain situations, one player may have 2 or more consecutive turns.

Scoring

Scoring is simple. After each move, irrespective of who made the move, BOTH players count up their "rows of four". Each "row of four" without a Joker in it counts as 1 point, while a row with a Joker in it counts as 2 points. (In Diagram 4, both yellow and blue score one point each).

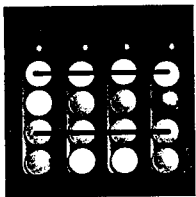


Diagram 4

There is one exception to this rule. When a player succeeds in creating a "row of four" with the Joker

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in it, the opponent does not score at all after the move, no matter how many "rows of four" he or she has in the play area at the time. (In Diagram 5, Blue has placed a marble in channel #3 creating a double scoring blue "row of four". Although Yellow has a "row of four" of its own, the yellow player does not receive any points).

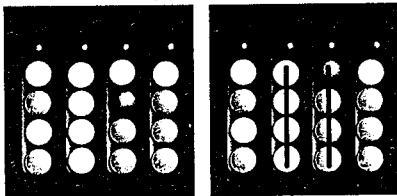


Diagram 5

After each turn the Central Knob is moved to reflect the outcome. If Blue scored 2 points and Yellow scored 1 point, the knob is turned one notch in the blue direction. (Diagram 6)

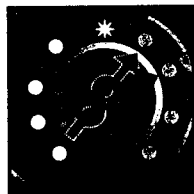


Diagram 6

If the scores are even, the points "cancel each other" and the knob stays in place.

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- It is sometimes advantageous to "give" your opponent a row scoring 1 point, in order to have a row scoring 2 points for you on the next move.
- It is always useful to create a situation which places your opponent in an "impossible" situation—when you will score points on the next move, regardless of where your opponent places a marble. For example, in Diagram 13, you are playing Blue and it is Yellow's turn to play.

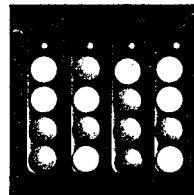


Diagram 13



If the yellow marble is placed in channel #1, Blue has one "row of four" and can add 2 more points on the next turn by placing a blue marble in channel #3. If the yellow marble is placed in channel #2, Yellow scores 1 point but Blue scores 2 points on the next turn by placing a blue marble in channel #3. If the yellow marble is placed in channel #3, Blue scores 2 points

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Winning

There are two ways of winning the game:
 #1) Being five points ahead, the knob having moved half a circle to the winning Infinity position (marked by the "∞" symbol). (In Diagram 7, the Scoring Knob has moved a semi circle, with the arrow pointing towards the Infinity symbol)

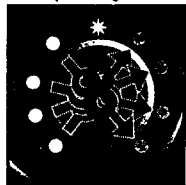


Diagram 7

-OR-

#2) By forming **TWO** "rows of four" in a single move, even if the opponent has a row of four. The rows may be either with or without the Joker.

(In Diagram 8, Blue placed the black Joker in channel #3, creating in a single move two "rows of four". With this move Blue wins the game even if Yellow is ahead in points.)

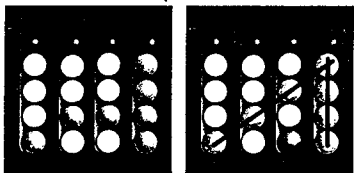


Diagram 8

Blats and Tips

- At each move, you have four options as to where to place your marble. If your Joker is available, you may also choose whether to play it or not.
- By studying the patterns within the play area, you will quickly learn to anticipate the changes that could result from placing your marble at the base of each channel. Will it result in a "row of four" blues, yellows, one of each color or no rows of four at all? Using a process of elimination you should try to chose the option most favorable to you.

For example, in Diagram 9, Blue's best choice is channel #3.

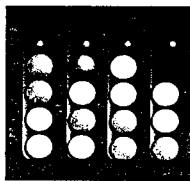


Diagram 9

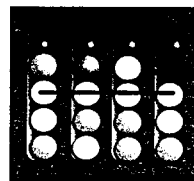


Diagram 10

Placing a blue marble in channel #1 creates a double yellow row of 4 (Diagram 10).

Placing a blue marble in a channel #2 would create a Blue "row of four", but would also enable Yellow to

use a Joker for a double scoring "row of four" on the next turn, by placing a yellow marble in channel #4 (Diagram 11).

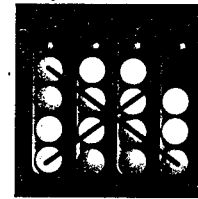


Diagram 11

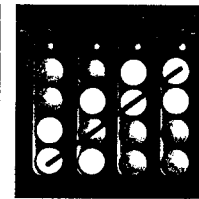


Diagram 12

Placing a blue marble in channel #4 (Diagram 12) also enables Yellow to get 2 points by placing a yellow marble in channel #2 on the next turn.

- The use of the Joker marble is a little more tricky. If you bring the Joker marble into play too early, it may be advanced too far ahead of your other marbles to count. If you keep it in hand too long, you may miss opportunities to have double scoring rows which is the key to ultimate success. There is no formula to follow. You will have to judge each position on its own merit and try to keep your Joker close to your other marbles at all times.

- It is sometimes advantageous to "give" your opponent a row scoring 1 point, in order to have a row scoring 2 points for you on the next move.

- It is always useful to create a situation which places your opponent in an "impossible" situation—when you will score points on the next move, **regardless** of where your opponent places a marble. For example, in Diagram 13, you are playing Blue and it is Yellow's turn to play.

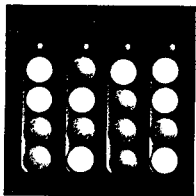


Diagram 13

① ② ③ ④

If the yellow marble is placed in channel #1, Blue has one "row of four" and can add 2 more points on the next turn by placing a blue marble in channel #3. If the yellow marble is placed in channel #2, Yellow scores 1 point but Blue scores 2 points on the next turn by placing a blue marble in channel #3. If the yellow marble is placed in channel #3, Blue scores 2 points

right away. If the yellow marble is placed in channel #4, Blue scores 2 points by placing a blue marble in channel #3.

- An interesting ploy is to starve your opponent of marbles by advancing columns which push off marbles of your own color and leave your opponents marbles within the play area. In certain situations, you could obtain three consecutive turns which could give you an unassailable advantage.

- Remember: If you are far behind your opponent at any point in a game, you can immediately win the game by creating two "rows of four" with a single move, no matter where the score indicator happens to be.

Some Common Questions

Q: If I create a vertical row of four on my turn, then my opponent places a marble in any of the other three channels, (not affecting the row I created), do I get to count that row again?

A: YES. Rows of four are counted after each time either player places a marble.

Q: What happens if I run out of marbles because ALL my marbles are in play?

A: Your opponent takes turn after turn until one of your marbles is pushed out of play and is available for placing.

Q: Can my opponent score on my turn?

A: YES. The scores are counted after placing each marble, **IRRESPECTIVE** of which player placed the marble.

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