

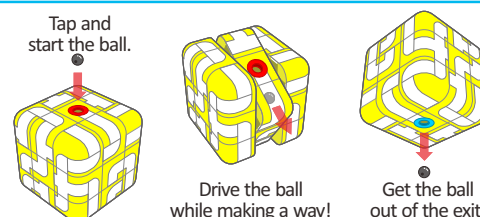
# Develop Dexterity and Cognitive Abilities with U·CUBE

- **UCUBE** is not just a toy. It helps develop your **manual dexterity and cognitive abilities** by combining the mechanics of a **maze puzzle and a 3D cube**.
- **UCUBE** provides **complex interest and challenges** you may never have experienced with conventional cubes or two-dimensional maze games.
- Through various levels of rules and gaming approaches with numerous combinations of path segments, number of balls and colors, stickers combinations, and block characteristics, **UCUBE challenges all players, from beginners to experts**.
- **UCUBE** requires you to mentally picture 3D rotations to connect road segments, which **sharpens your spatial perception**.
- Driving balls from the entrance to the exit while controlling their speed and orientation requires delicate movements of muscles, which helps **improve your dexterity**.
- You can improve your tactical thinking by playing **UCUBE** board against your opponents.

## How to play U·CUBE

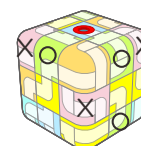
### Ball Driving

- The ball is attached to the elaborately designed entrance. Tap the ball into the maze.
- If the ball drops out, turn the blocks to block the way!
- Find a 'jump path' through which a ball can pass by slightly twisting the corner blocks.
- Take out the ball by tapping the cube over your palm with the exit facing down!



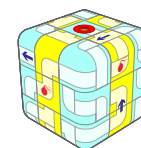
### Block Rules

- Set rules on the color or shape of blocks. For example a ball can only pass through green blocks but not red blocks.
- UCUBE has 8 corner blocks, 12 edge blocks, 4 center blocks, and 2 entrance/exit blocks. You can set rules for each.
- Try assembling your own UCUBE with blocks of different colors and shapes. You can design your own game!



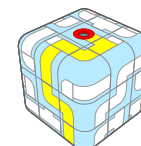
### Sticker Rules

- Set rules based on stickers; for example, the bomb stickers (💣) could mean that the ball cannot pass through. The arrow stickers (➡) could mean that the ball can only go in the direction the sticker is pointing.
- Feel free to add your own stickers and rules.



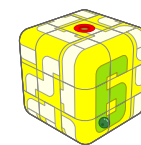
### Single Connected Path

- Create various connected paths from the entrance to the exit so that the ball can travel without rotating the cube.
- Try to minimize the number of branch paths that split off from the connected path and lead to dead ends.
- You can embed hidden messages that can only be read when the connected path is solved.



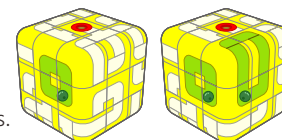
### Creating Letters and Number

- You can create letters of the alphabet or numbers using the path embedded in each block and try to capture a ball inside your path.
- Try all the letters. They have differing difficulty levels.
- Create a letter shape that cuts across two or three sides.



### Closed Loop

- Make a 'closed loop' and trap a ball inside it.
- Increase the number of closed loops and balls.
- Try various types of closed loops, such as a symmetrical closed loop or a closed loop that crosses multiple sides.



## Player Levels

Levels	Spatial perception	Mental rotation	Final motor skill	Creativity	Levels compared to speed cube levels
Beginner	•	•	•	•	Beginners to the speed cube who don't know how to solve it
Intermediate	○	○	○	○	Persons with a basic understanding who can solve one side with the same color
Advanced	◐	◐	●	●	Persons who can solve the cube by memorizing the solution formulas and steps
Mastery	●	●	●	●	Persons who can solve any cubes through intuition and concentration developed by continuous practice



Level	#	Type of Play		Missions	Success Sticker	Shortest time
<b>Beginner</b>	1	Ball Driving	Single driving	Insert a ball into the entrance, drive it to the exit		
	2		Pair driving	Insert two balls at once and drive both to the exit without separation		
	3		Separate driving	Insert two balls at once and drive both to the exit without having them occupy the same block		
	4		Opposite driving	Insert a silver ball into the red hole and a black ball into the blue hole and drive them to the opposite holes		
	5		Multiple pair driving	Insert 3-4 balls at once and get all to the exit without separation		
	6		Multiple separate driving	Insert 3-4 balls one by one and get all to the exit without having any of the balls meet each other		
	7	Block Rules	Passage through single color	Drive the ball to the exit by only passing through blocks of a single color		
	8		Restricted blocks	The ball cannot go through a player-selected colored block when traversing the UCUBE		
	9	Sticker Rules	Bomb sticker	Place a bomb sticker on a random block. When a ball passes into the block with the sticker, add another ball to the challenge		
	10		Black hole - white hole	When a ball enters the block with a black hole sticker, the player has to move the ball to the block with the white hole sticker within 10 seconds		
	11		Creativity Challenge	Create your own sticker rules and come up with various challenges		
<b>Intermediate</b>	12	Ball Driving	Sequential driving	Place four colored balls sequentially into UCUBE and drive them to the exit in the order that they entered		
	13	Block Rules	Alternating color block	Using a two-colored UCUBE, drive the ball to the exit by having it pass through alternating colored blocks		
	14	Sticker Rules	Number sticker	Place the numbering stickers on blocks and drive the ball through the numbered blocks in order to reach the exit		
	15		Arrow sticker	Place arrow stickers on blocks. For that block, the ball may only traverse in the direction of the arrow		
	16		Mixing stickers	Mix all the stickers and see if you can drive the ball through the cube!		
	17	Single Connected Path	Path through three sides	Instead of rotating the block around the cube to drive the ball, try to create a connected path from the entrance to the exit that spans three sides of the UCUBE		
	18	Letters and Numbers	Alphabet	Create all letter-shaped paths from A to Z and trap a ball in the path you created		
	19		Number	Create all number-shaped paths from 0 to 9 and trap a ball in the path you created		
	20	Closed Loop	Single side closed-loop	Create a closed-loop using only four blocks on a single side of the cube and trap a ball within it		
	21			Create a closed-loop using only 8 blocks on a single side of the cube and trap a ball within it		
<b>Advanced</b>	22	Single Connected Path	Path over 4 sides	Create a connected path from the entrance to the exit that passes through 4 sides of the cube		
	23		Two single connected paths	Create two single connected paths so that a ball can pass back and forth between the entrance and the exit		
	24	Closed Loop	Two-sided closed loop	Create a closed-loop that passes through two sides of the cube, and trap a ball in it		
	25		Three-sided closed loop	Create a closed-loop that passes through three sides of the cube, and trap a ball in it		
	26		Two separate loops	Create two closed loops and trap a ball in each		
	27		Join two closed loops	Create two closed loops that are joined at one point so that a ball may go back and forth between them		
<b>Mastery</b>	28	Single Connected Path	Traverse 5 Sides	Create a connected path from the entrance to the exit that passes through 5 sides of the cube		
	29		Maximum Blocks	Create a connected path that passes through as many blocks as possible		
	30	Closed Loop	Longest closed loop	Create the longest closed loop possible		
	31		Three closed loops	Create three separate closed loops with a ball inside each		
	32		Maximum loops	Create as many closed paths as possible		
	33		Maximum sides	Create a connected path that passes through as many sides as possible		

Email us your videos of solutions and your own creative rules, we will upload to Youtube. → [idspace2019@gmail.com](mailto:idspace2019@gmail.com)