

*Press release cuboro Ltd.*

## **Tower of Babel**

### **Strategical construction game babel of cuboro requires thinking in 3D**

babel, the three-dimensional strategical construction game of the Swiss cuboro Ltd, requires brains! "Who can stop the construction of the tower?" that's the question to be answered by the two players, when they compete move by move. Who successfully prevents the opponent from further construction wins the palm.

### **Perplexing tower**

Trouble for the tower building is not the confusion of tongues, but the contour of the little wooden blocks. The difficulty: up to four coloured glass marbles per block are glued into some indentations of the 24 beech wood cubes. Other cubes show spherical indentations in the same place. The tower arises level by level on a 4-cube base, where a glass marble must nestle in every recess, however none of the marbles may look outwards.

### **With tactics to the goal**

What looks at first to be very simple turns out to be perplexing after the first game. To master babel, spatial acumen and a good eye help. On one hand the game is so simple that even little children understand it quickly, on the other hand, progressively discovering and developing strategies aggravate the victory. Despite easily understandable rules babel is full of tactical possibilities. "If all games would be so simple and at the same time so demanding, the game enthusiasm could grow virtually to Babylonian heights", said Michael Weber of the online magazine "Reich der Spiele" about babel.

*242 words, 1474 characters*

*Hasliberg, revised in November 2009*

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### **Strategical construction game babel**

Playing age	6 to 99
Available	Specialized trade
Material	Natural beech wood
Content	24 cubes Würfel (4 x 4 cm) with bulges and indentations
Design	Matthias Etter
Production	Switzerland
Distributor	cuboro Ltd.

**About cuboro Ltd.**

Founded in 1997 with headquarters in Hasliberg Reuti/BE the Swiss company cuboro Ltd. also distributes, along with high-quality wooden toys - 100 % produced in Switzerland - like the cuboro and cugolino marble track system and the strategical construction game babel, the didactic jigsaw puzzle Alhambra as well as Japanese precision marbles. Founder of the company and inventor of cuboro, cugolino, Alhambra, babel and Serendipity (Schmidt Spiele) is Matthias Etter. New games and concepts for game animations are in the midst of development.

**Press photographs/information**

More information and press photographs to be found online at [www.cuboro.ch](http://www.cuboro.ch) or at cuboro Ltd., CH-6086 Hasliberg Reuti/Switzerland, phone 0041 (0)33 971 59 50.