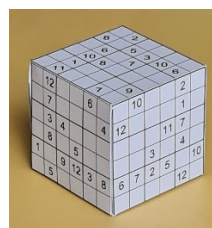
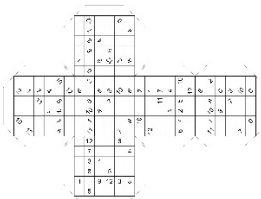
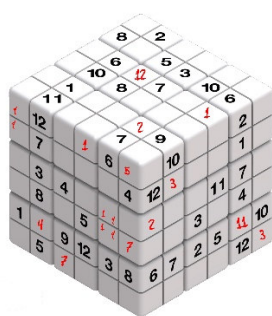


KUBOK PUZZLES, HOW THEY ARE CREATED

Among the editorial contents published every day in newspapers and magazines all over the world, a good part are puzzles and pastimes, among which the timeless crosswords and, since 2005, the now classic Sudoku stand out.

Even the author of the puzzle Kubok, when it came out, tried his hand at Sudoku, and it is thanks to this puzzle that Eugenio Coppo, an Italian architect with a penchant for invention, drew inspiration for a new numerical logic puzzle, but with multiple grids instead of just one, and in a three-dimensional shape.

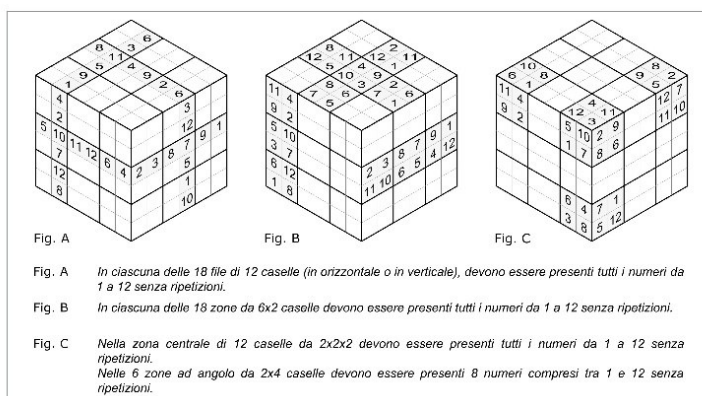
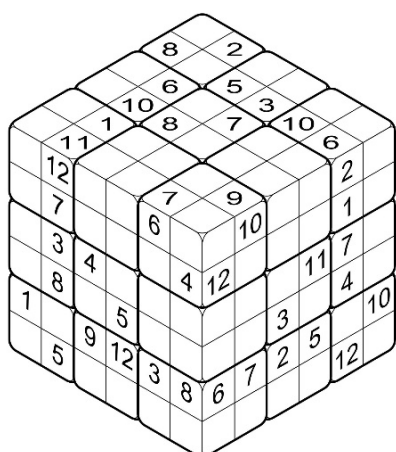
Initially, it was a real cube, with each of the 6 faces containing a numeric grid; the study prototype consisted of a card with the 6 grids printed, to be closed to form a cube on which to write down the numbers. The fact that in reality the faces of the cube visible at the same time could be at most only 3, led to the definition of the size of the grid in the 6x6 format since the succession of 2 adjacent rows of 6 boxes on 2 adjacent faces allowed the insertion of 12 different numbers and, since each face was 6x6, each of the 12 numbers would be present exactly 3 times on each face.



The study of the game and its rules took place on a two-dimensional graphic scheme consisting of an axonometric cube in which the 3 faces, when observed, were nothing more than 3 isometric grids (with angles of 60° and 120°).

At that point it was no longer necessary to carry on with the three-dimensional version since it was sufficient to represent only 3 faces of the cube on a flat surface, perhaps taking particular care of the graphics in order to enhance the perception of the third dimension.

The 6x6 grids of each “face”, in addition to being graphically divided into 6 rows and 6 columns, were also graphically divided into regions of 12 2x6 boxes within which to insert the numbers from 1 to 12 without repetitions. And it was also possible to graphically obtain a further region at the center of the figure, of cubic shape 2x2x2, composed of 12 boxes within which to insert, once again, the 12 different numbers between them and without repetitions.



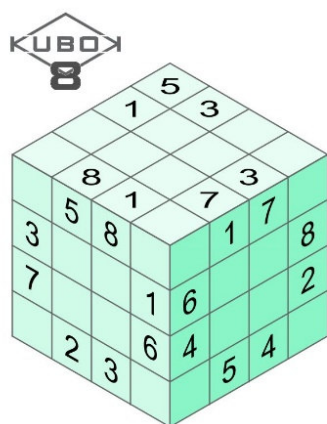
Once the rules were defined, all that remained was to test the puzzle, which for the time being was called “Cubo di Coppo” (now Kubok 12); shortly thereafter, the graphic arrangement of the “uncovered” numbers was perfected, distributing them according to the principle of polar symmetry, thus contributing to giving the game a decidedly elegant appearance. Criteria were established to modulate the puzzle according to 3 levels of difficulty, with a solution time varying from about ten minutes, in the easy version (suitable for anyone), up to over an hour in the Hard version.

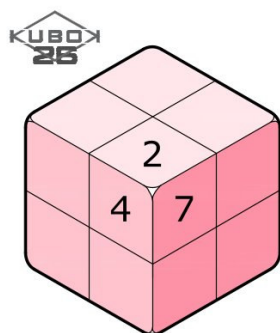
Over the years, this puzzle has been published in various magazines and since 2020 it has been printed weekly in many US newspapers.

The experience gained over the years in promoting the Coppo Cube to publishers has led, quite naturally, to the conception and development of a larger project, aimed at creating editorial content, intended for puzzle columns and to be proposed to publishers around the world.

As part of the project, the authors of Kubok, in the last 5 years, have in fact created over 30 puzzles, all protected by copyright through filing with the Copyright Office in Washington.

The typology of puzzles includes those of the “three-dimensional” type, similar to the Coppo Cube but less challenging, that is, formed by isometric grids but in 4x4x4 format (Kubok 8) or 2x2x2 (Kubok 26) with few rules, and therefore suitable for everyone.





In ogni schema dovranno trovare posto i numeri da 1 a 12 senza ripetizioni

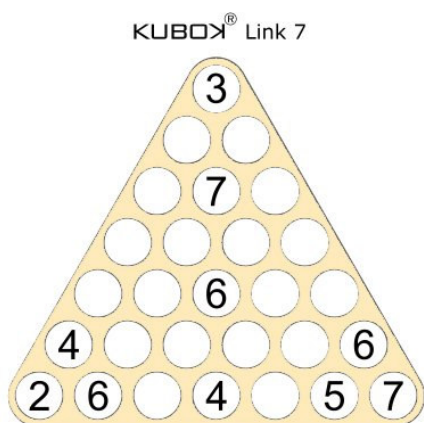
Fig. A La somma dei numeri presenti in ciascuna delle 3 facce del cubo deve essere pari a 26

Fig. B La somma dei numeri presenti in ciascuna delle 6 file composte da righe e colonne, deve essere uguale a 26

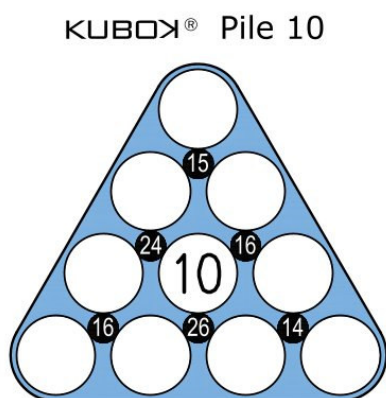



Fig. A
Fig. B

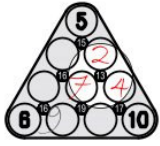
o quelli innovativi come Link 7, la serie Pile,



In ciascuna fila vanno inseriti fino a un massimo di sette numeri tra 1 e 7 senza ripetizioni.
Ciascun gruppo circolare di sette numeri composto da un numero centrale e sei numeri periferici deve contenere i numeri compresi tra 1 e 7 senza ripetizioni.

Inserire i numeri mancanti da 1 a 10 senza ripetizioni in modo che la somma dei numeri presenti in ognuna delle 3 caselle attorno ad ogni cerchietto nero corrisponda al numero interno al cerchietto



moving on from Kubok 999-15, a sort of Sudoku reduced to just three columns and just three 3x3 squares, conceived with the aim of occupying a very small space.



		4
7		
		1
	5	
2		
		3
8		

In ogni colonna e in ogni settore 3x3 devono essere presenti tutti i numeri da 1 a 9 senza ripetizioni.

La somma dei 3 numeri di ogni riga deve essere uguale a 15.

8	1	6
3	7	5
4	9	2
2	4	
6		
5	3	
1		
9		
7		

Furthermore, Kubok has made the 5 most popular Kubok games in the USA available on its website www.kubok.it to its fans, especially Americans, in HTML5 format, thus helping to train the minds of thousands of American players every day.

At the request of many fans, 2 books have been published this year: "Kubok Collection n. 1" and "Kubok 16". The first consists of a collection of all existing Kubok games, while the second only includes the Kubok 16 layouts, the most famous of the Kubok games in the USA.

Finally, we would like to point out the presence of an App called Kubok 15-3D, a sort of tablet of the old game with 15 numbered tiles to be rearranged by moving them but in "3D" format, with 16 small cubes arranged on the three visible faces of a larger cube (available for free on the Google Play Store and the Apple App Store).

