

NAME \_\_\_\_\_

**LAST CUBE PROCEDURE****PRINCIPLES**

When one cube remains in Resources, no player may challenge Now. Instead, this is what players must do.

1. The player whose turn it is moves the last cube in Resources to Required or Permitted.
2. All players have two minutes to write a correct Solution.
3. During the first of these two minutes, an opponent may challenge Never against the player who moved the last cube. If this is done, the last Mover (and the Third Party if siding with the Mover) has the rest of the two minutes to complete a Solution.
4. If the Never challenge is not made, any player who writes a correct Solution scores **4**; anyone who does not present a correct Solution scores **2**.

If no challenge is made during a shake, eventually only two cubes will be left in Resources. If a Solution can be written using only *one* of those cubes (or neither of them), a player should challenge Now against the last Mover. Or an opponent could challenge Never.

If neither challenge is made, the next Mover should move either of the two cubes left in Resources to either Required or Permitted. This makes a Solution possible with one more cube. However, this Mover had no choice but to move the second-to-last cube to the mat. (This is why this situation is usually called a “forceout.”) For this reason, **any Now challenge at this point is set aside**. However, a Never challenge could be made with one cube left in Resources.

If no Never challenge is made, follow the procedure listed in the Principles above. The shake should end in a tie with each player writing a correct Solution within two minutes.

Note: If a player moves the last cube in Resources to Forbidden, this is illegal procedure. Any challenge is set aside and the cube is returned to Resources. (This rule prevents a player from throwing the match to an opponent who has been tipped off to make a Never challenge when the last cube is moved to Forbidden.)

**EXERCISES**

■ *Circle the number of each **true** statement.*

1. A Never challenge may be made after any move regardless of how many cubes remain in Resources.
2. A Now challenge may be made after any move.
3. The last Resource cube is never played to the mat.
4. If two cubes remain in Resources but only one is needed in a Solution, an opponent should challenge Now against the last Mover.
5. If no cube remains in Resources and no Never challenge is made, any player who writes a correct Solution scores 6.
6. If no cube remains in Resources and no Never challenge is made, any player who does not present a correct Solution scores 2.
7. Moving the last Resource cube to Forbidden is illegal procedure.