

Challenging a Force-Out

What is a "Force-Out"? A "Force-Out" is when the mover was FORCED to make a ONE MORE CUBE SOLUTION. A "Force-Out" will happen when any move you make makes a ONE MORE CUBE SOLUTION or a "P Flub" (if cubes are moved to Forbidden). But the "Force-Out" occurs only when you actually make the ONE MORE CUBE SOLUTION move. If it is NOT a ONE MORE CUBE SOLUTION, it is not a "Force-Out" yet. This ONE MORE CUBE SOLUTION is not an "A Flub" because you cannot safely AVOID the ONE MORE CUBE SOLUTION, which means there isn't an alternate avoid move that avoids the ONE MORE CUBE SOLUTION. "A Flubs" have alternate moves and "Force-Outs" don't. Some very rare "Force-Outs" can occur at the goal setting time in "On-Sets" and "Equations", but most will happen at the end of a game (shake) in "On-Sets" and "Equations". Think of this. If every goal you set has just a ONE CUBE SOLUTION to it, then you are FORCED to set the goal because there isn't an alternate goal that has more than a ONE cube solution to equal it. Now, when there is one cube left in resources this could be a "Force-Out" but not all the time. That is why you can challenge "Force-Outs". Never call "Force-Out" solutions "A Flub" solutions, though. Call them ONE MORE CUBE SOLUTIONS. "A Flub" solutions mean there is an alternate avoid move that should have been made. "Force-Outs" do not have alternate moves.

Challenging a Force-Out Part 1

If someone says "Force-Out" too early, because they need two more cubes (two cubes are left in resources), you can challenge that bad "Force-Out" call. If someone calls "Force-Out" and you know it is a "P Flub", you can challenge that bad "Force-Out" call. In BOTH of

these cases you would say, "I challenge your "Force-Out" call because you(meaning the caller) can't write a ONE MORE CUBE SOLUTION'. The caller (and the joiner who thinks it is a "Force-Out") must write a ONE MORE CUBE SOLUTION. If they need two or more cubes or it is a "P Flub" they won't be able to write a ONE MORE CUBE SOLUTION. If they do write a ONE MORE CUBE SOLUTION, then they win 10 points each and the challenger is wrong and gets 6 points.

Challenging a Force-Out Part 2

If somebody says "Force-Out" and you know it is an "A Flub" you can challenge that bad "Force-Out" call. Remember "Force-Outs" and "A Flubs" are NOT the same thing. If somebody says "Force-Out" and you know it is a "CA Flub" you can challenge that bad "Force-Out" call. In BOTH cases you would say, "I challenge your "Force-Out" because it is an "A Flub" (or "CA Flub")" and then YOU will write the proof for the "A Flub" or "CA Flub". Let the joiner join whom they want. The written proof would be 1) ONE MORE CUBE SOLUTION and 2) a safe alternate move to avoid the ONE MORE CUBE SOLUTION.

If you don't think it is a "Force-Out" pick one of the above. If it is Part 1, tell the other players "You can't write a ONE MORE CUBE SOLUTION". If it is Part 2, tell the other players that it is really an "A Flub"("CA Flub") and you will write the two pieces of proof for "A Flubs and CA flubs".