

Trading Cubes, a meta-puzzle-activity

- Each team starts with 10 random cubes. (Total there are 40 cubes of each of the seven colors.)
- Cubes are kept in the yogurt cups (the "stashes").
- You may voluntarily trade cubes with other teams. Any number of cubes may be traded for any other number of cubes. Only cubes may be traded (not traded for Puzzle Points, Puzzle answers, or such). Teams must be honest in all aspects of their trade. Terms of a trade must be fully agreed upon before cubes are removed from stashes (see more below).
- Whenever a team successfully solves any puzzle for the first time, they will be given a random "Contract Card". Contract Cards have special abilities which the holding team may use once. Once the Contract Card is used, it is ripped up.
- Contract Cards often affect other teams; when so, the holding team approaches another team and announces that a Contract is being invoked. The second team **MUST** be involved (not voluntary). The announcing team reads the Contract to the second team so that the rules are clear to everyone involved. The Contract is then executed (and when fully completed the card is ripped up).
- A team must keep all of its cubes in its stash cup, and the stash cup should always be at the team's station. The only exceptions to these rules are:
 - if a voluntary trade with another has been agreed upon already, then the cubes needed for that trade may be removed from the stash to be taken to the other team.
 - if a Contract is going to require some number of cubes by the invoking team, then the fewest possible needed to enact the Contract are taken away from the stash.
- As soon as a voluntary trade is made, or a Contract is executed, all resulting cubes must be taken back to their teams' respective cups immediately.
- If a voluntary trade is agreed to, but upon going to fetch the needed cubes, a team now cannot meet the cube counts needed (because it was the target of a different Contract while negotiating the trade), then the agreed-to trade must be called off.
- A team that invokes a Contract **MUST HAVE ANY REQUISITE CUBES** that might be needed on their side to enact the contract.
- The team targeted by the contract **MAY NOT HAVE AS MANY CUBES** as possibly asked for by the Contract. In this case, they must fulfill the Contract as fully as they can.
- When you invoke a Contract against a team, they use their stash as it stands at that moment (some cubes may be away for other trades or Contracts -- though the stash cup should always be present).
- A team never needs to voluntarily reveal how many (or of what color) cubes it has; though their are some Contract Cards that may force this.
- The honor system is used in all instances concerning teams' behavior and information with their cubes.
- At the end of the Puzzle Party (6:00PM) each team gets a score based on how many cubes they have. It is calculated by separating all of their cubes into color groups. Ten times the sum of the squares of the amounts in each group is calculated. This is the number of Points earned by the team. For example, if a team ends up with 4 Black, 2 Blue, 0 Green, 0 Ivory, 1 Red, 3 White, and 2 Yellow; its would earn $10 * (16 + 4 + 0 + 0 + 1 + 9 + 4) = 340$ Points. A maximum of 2000 Points may be earned by any one team.
- If you have any questions or disputes concerning cubes, trading, or Contract rules, do not hesitate to ask me during the day.