

BAD FINISH KILLS A CRITICAL GAME OF CUBES

GAME PLAY

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The joint initiative between IIT-Bombay and Funskool brings us *By-Pass*, a clever board game, with flexible cube strips that create paths to victory. Retailing at ₹499, it ought to be great value for money. Unfortunately, an ingenious idea is completely ruined by sloppy execution. I've bought games produced by them earlier, and poor finish has been a common theme. *By-Pass* astounds in its seemingly determined effort to market a seriously flawed product.

