



CuAnt™ Solo Rules For Culica®

Variation – Classic. Mode 1 Player

Difficulty: Medium

Rules

Set-up

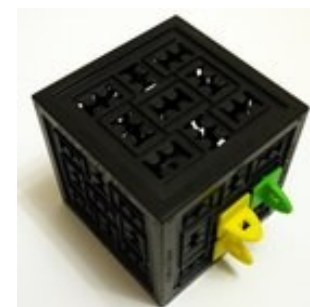
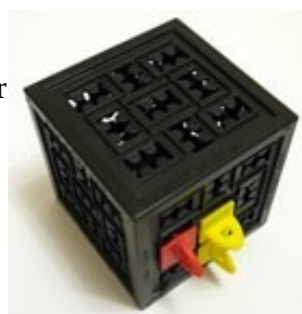
Put two pegs side-by-side on the Culica: See *Figure, above*.

Put eight pegs of each colour and an *extra* five blue pegs into the bag. Take four pegs.

Play

Place a peg next to the latest peg to go on: If your peg colour is...

- ✓ **Red:** put your peg to the **left** of the latest peg (*Figure, upper right*)
- ✓ **Yellow:** put your peg **straight-on** compared with the latest two pegs. (*Figure, near right*)
- ✓ **Green:** put your peg to the **right** of the latest peg. (*Figure, far right*)
- ✓ **Blue:** put the peg either to the left or straight-on, or to the right right. Your choice.



After a peg is placed, *turn* the Culica cube, such that the *latest* peg put on the cube is *highest* (above the one placed before it).

For example, in the *figure, right*, the latest peg placed, the green peg, is above the yellow peg it went next to.

If you cannot go, the game ends.

Otherwise, if you run out of pegs, take another four from the bag.



How to win?

Put all the pegs on the Culica, or count how many pegs you placed on the cube. Score one point per peg, and see if you can beat your high score next time.

Example Game

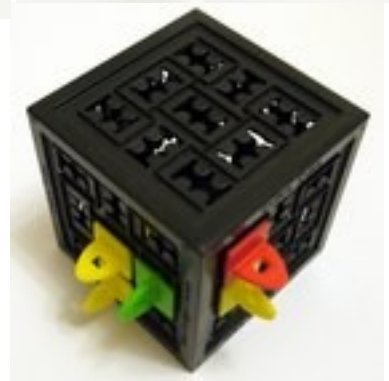
Starting from this position, shown on the previous page:



If the next two pegs placed are yellow and red, then they would go on like this:



Turn the cube to make the latest – red – peg uppermost (*figure, right*)
Play continues as the next peg goes next to the red peg.



Bits and Bobs

Feel free to modify the rules, e.g. a red peg gives a choice of going left or straight-on, and green gives a choice of going right or straight-on.

For a totally random game, allow no blue pegs and each person has only one peg at a time :-). This should create a kind of “random walk”.

The game is called CuAnt because the pegs make a path over the cube poetically like the trail of a wandering ant.

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