



CuBar Rules

Variation - Classic

Mode: 2 to 4 Players

Difficulty: easy to medium



Rules

Before you start, place 14 of each peg colour into the bag. Each player pulls 7 pegs from the bag at random. They keep their pegs hidden.

In the picture, right, you can see a two-player game where each player starts with seven pegs. We can see both player's pegs, but in a real game, players hide their pegs from other players.

Players take turns to move.

To move,

- ✓ You can put three or four pegs of the same colour on the Culica in a straight row (which may or may not go over an edge).
- ✓ And/or you can add one or two pegs to pegs that are *already* on the cube, such that you make a row of three or four in a straight line. (A line may or may not go over an edge).
- ✓ Note that no straight row may be longer than four pegs.
- ✓ You can do one or more of the above in any combination (if your pegs allow).
- ✓ If you cannot move, take a peg at random from the bag.



In the figure, a player has placed three red pegs in a row in their move.

The Winner is:

1. The first player to get rid of all their pegs.
2. If no one can move, then the winner is the player with the fewest pegs.

In the picture, right, one of the players can now win by placing three yellow pegs as a row on the cube.

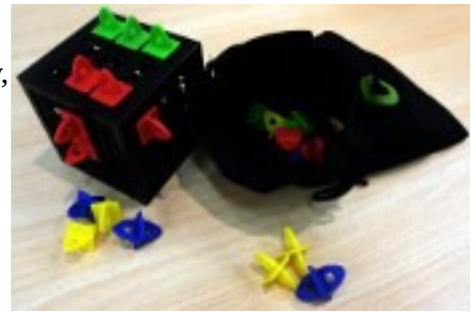


Example Game of CuBar

In the picture, one of the players could not move, and picked a peg from random from the bag. The other player placed three red pegs in their move.



Here, a player has, in their move, placed three green pegs. Cleverly, they also placed two *red* pegs next to a red peg that was already on the cube, to make a vertical row of three pegs.



Here, one of the players missed a turn and picked up a blue peg, meaning that they now had three blue pegs. In their next turn, they added the three blue pegs as a row on the cube.



Here the other player extended the blue row by one, by placing their blue peg onto it. Note that rows cannot grow longer than four pegs.



The players (*picture below right*) both missed a turn and picked a peg at random from the bag. One of the players drew a yellow peg, giving them three yellow pegs. This allowed them to win, by putting their peg onto the cube as a row, hence getting rid of all their pegs.



Notes

CuBar was inspired by the Culica CuCombat game and the Rummy playing cards game.

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