



CuChess™ Rules For Culica®

Variation - Classic

Mode: 2 Players

Difficulty: Advanced.

Special Requirements:

- Two Culicas
- Stickers
- Knowledge of how to play ordinary chess.



Intro

CuChess is recommended to chess players, from beginner upwards. Chess players might find it odd to play with coloured pegs, instead of traditional chessmen, but you will soon get used to it! Here pawns are yellow, and knights are green, and so on.

The CuChess rules are a little on the long side, but there is an illustrated example game later on, to show how the game works.

Glossary

Before we start, here are some words definitions.

- **Base** – The end *Face*, the top or bottom / end side of the two joined cubes joined.
- **Piece:** – A peg.
- **Player** – one of the two human players of the CuChess game.
- **Row** – a row of slots parallel to the *base*.
- **Square** – an area with a *space* or a peg in the Culica cube.

Other terms are explained in the rules below.

Rules

Join Two Cubes

Join two Culica cubes together. Ensure the joining faces have the same number (e.g. 1), put nine (suggest yellow) pegs in one of the faces and join them.

Stickers

To play CuChess you need to mark some of the pegs. This is best done using stickers. Here we are using silver and gold stars stickers, which are readily available in shops. You may use different coloured stickers, they're simply used label pegs.

The Pieces

Please refer to the rules of traditional chess to understand what the pieces (chessmen) are, and how the chessmen move. In CuChess the chessmen move in the same way, with some minor differences:

In general

- Any piece may move over an edge, but not more than one edge in a single move. In other words a piece may move over *one* or *two* faces but not three or more.
- It follows that no piece can check the opponent's king if the king is not on a neighbouring face.
- Corners: No piece can make a move that involves moving over (or lands on) all three squares that meet at a particular corner.

Pawns:

- If a pawn lands on the opponent's base, it is promoted to a better piece of the player's choice (usually a queen).
- If a pawn is on a corner square next to the opponents base, it may not take a piece in front of it on the corner square of the base.

Bishop: If a bishop is on a corner square, it may not move onto a neighbouring corner square.

Queen: If a queen is on a corner square *and* it moves onto a neighbouring corner square *and* if it wants to move further, then it must continue moving like a rook would move in the same direction.

King: If a king is in *check* then he may not move off the face that he is on, even if it means that he is checkmated.

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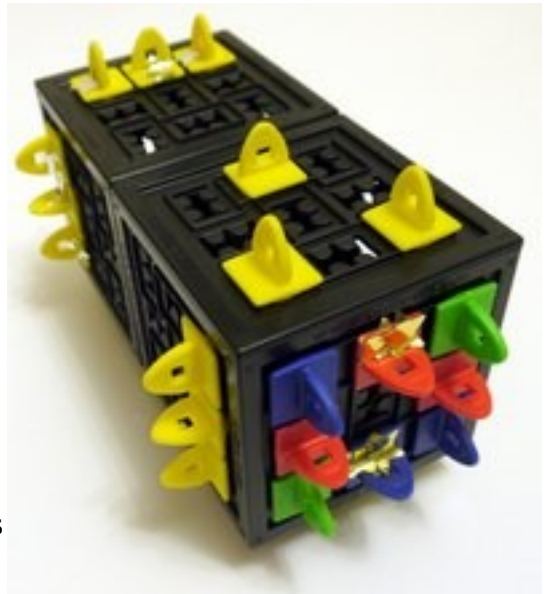
Pegs/Pieces Per Player

- 12 yellow pegs are the **pawns**.
- 2 green pegs are the **knights**.
- 2 red pegs are the **bishops**.
- 2 blue pegs are the **Rooks**.
- 1 red peg with a sticker is the Queen
- 1 blue peg with a sticker is the King

For the King and Queen we use pegs with gold stickers, but any colour will do that is different from the colour used to mark the pieces as black pieces.

A white King or Queen is identified by a gold sticker. A black King and Queen has a silver and gold sticker.

In the picture, right, you can see the white Queen as the red peg with the gold sticker on it. To her left is a Rook (blue) and to her right is a knight (green). The white king is the blue peg with the gold sticker on it. To his left is a knight and to his right is a rook. The red pegs without a gold sticker are the white bishops and the yellow pegs are pawns. The far yellow pegs are marked by silver stickers. Those are the black pawns. The major black pieces are on the far end-face, which is hidden.



White Pieces are labelled with stickers.

There are two armies in chess, black and white. In CuChess, pegs representing the black pieces are labelled with stickers to distinguish them from white pieces. We use silver stickers in the pictures, but you can use any colour you like to label pegs as "black" pieces.

As with chess, white moves first.

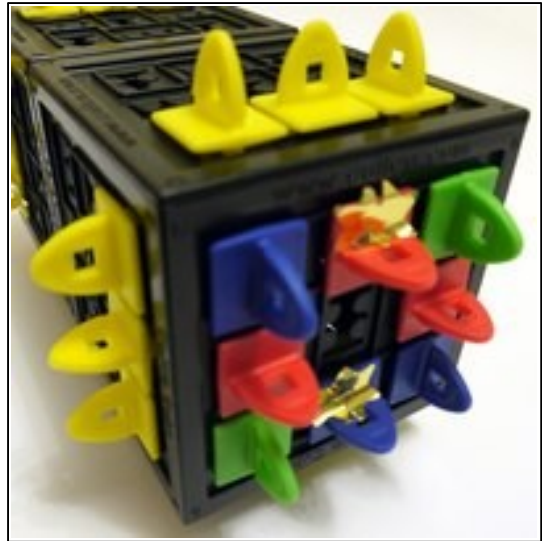
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Starting Formation

White pieces

- **Pawns** (yellow) populate the squares next to the base. The major pieces are on the base.
- **Knights** (green) occupy opposite corner squares.
- **Bishops** (red) occupy opposite side squares.
- **Rooks** (blue) occupy opposite corner squares.
- **Queen** (red + gold sticker) occupies the side square with a rook to her left.
- **King** (blue + gold sticker) occupies the side square opposite the King.

The figure, right, shows the starting position for white. There are six more white pawns (yellow) which are hidden, they wrap around the row next to the base.



Black pieces

The black pieces are on the opposite side, and are a mirror arrangement of the white pieces.

The figure, right, shows the starting position for black. Each black piece is balled with a silver sticker. As the pieces are arranged in a mirror image of the white pieces, here you see that the Queen (the Red peg with the silver and gold stickers on it) has a knight to her left and a rook to her right. The pawns also have silver stickers on them. (The stickers are a bit obscured in the picture).



Who wins?

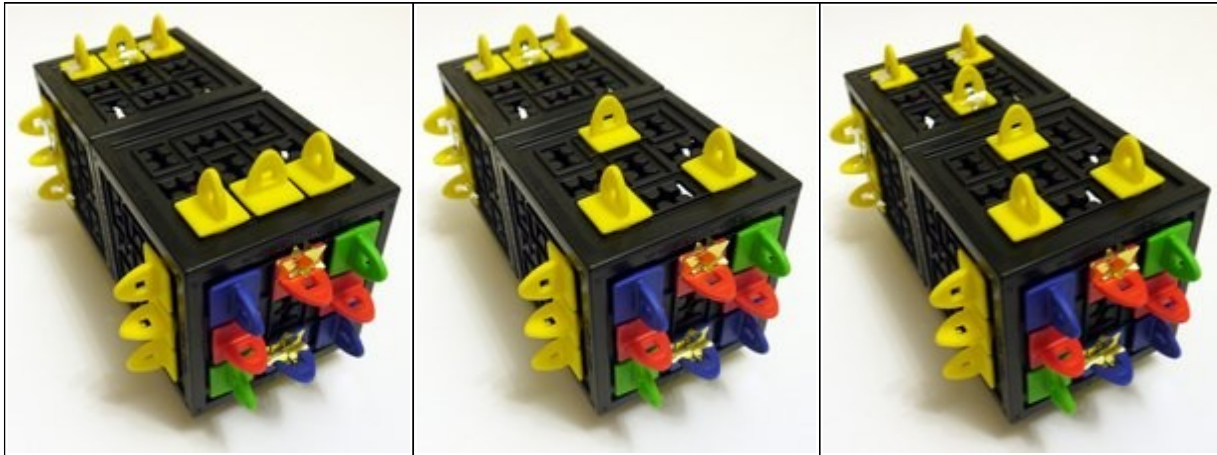
- The player who checkmates his opponent's king.

A draw happens in the same ways as chess, if:

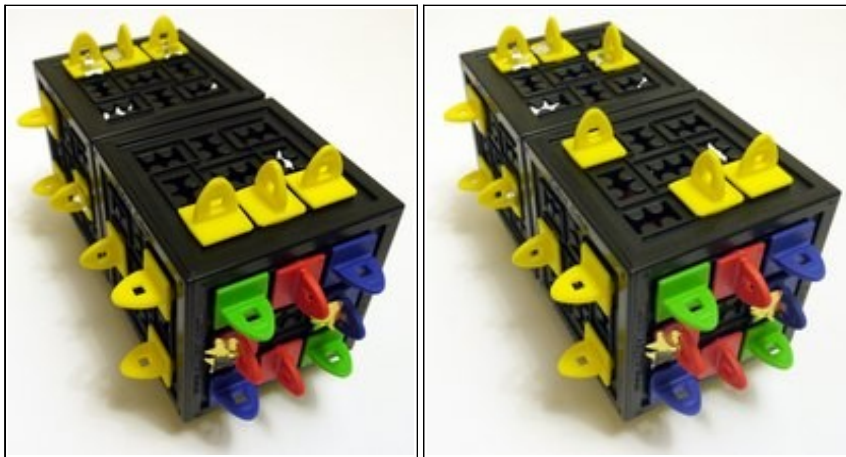
- If a king cannot move without moving into check (stalemate).
- The players agree a draw
- The same moves are repeated three times
- There is insufficient mating material left on the board.
- 50 move rule - If checkmate does not occur after 50 moves without a pawn left on the Culica, then it is a draw.

Example Game

This example game (or example scenarios) should help show how CuChess works. Here the white pieces are near, the black pieces (marked with silver stickers) are at the top end). Black's major pieces are on the far base and are initially hidden from view from this perspective.

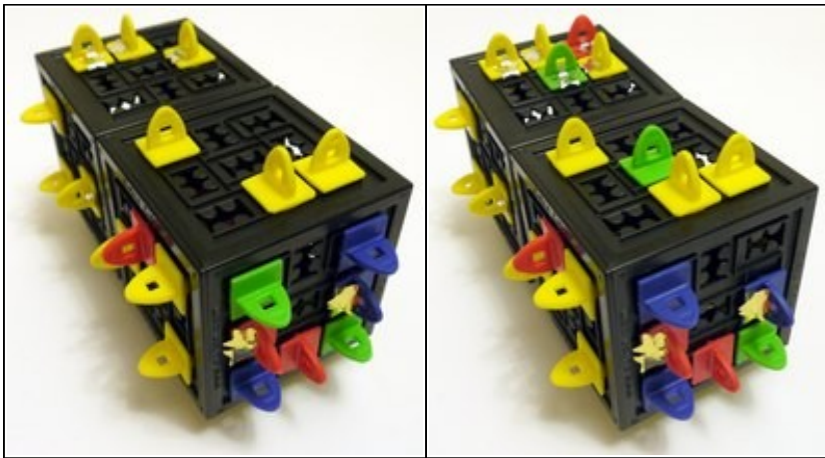


Above: White moves the pawn in front of the white Queen two squares. Black chooses to do the same.



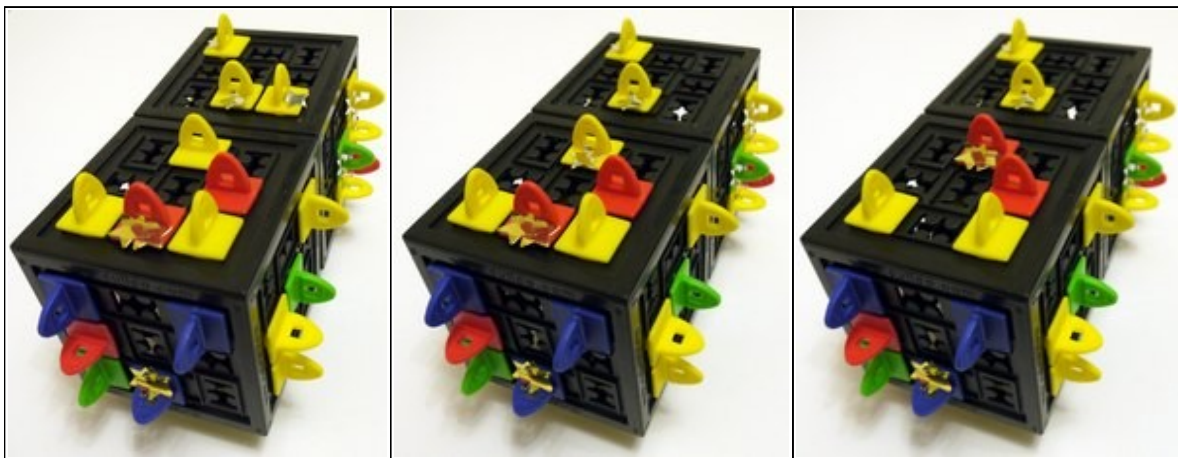
Above left – we rotated the Culica so what was the top face is now the left face.

Above right. Two more pawn moves are made.



Above left – A white bishop (red) has moved two squares from its starting point on the base.

Above right – Black moves a bishop and both sides move a knight (green).



Above left – here we have rotated the board back again and played a few more moves. Notice that the white queen (red with gold sticker) has moved from her base starting point. Also a black pawn is attacking a white pawn.

Above centre – the black pawn has takes the white pawn.

Above right, - the white queen (red with gold sticker) takes the same black pawn that just took the white pawn.

Right, Later in the game, the black King (who has wandered just outside his base) is checkmated here. The black king is the blue peg with the stickers on it. He is checked by the white Queen (red peg with gold sticker). Because His Majesty is in check, he is unable to move off the face that he is on (CuChess rules). He is also unable to side-step check from the Queen on the same face, due to the presence of the white Rook, which is the blue peg with no stickers. So white gives check and mate!



Notes

CuChess has a "centre" that is a band that stretches around the cuboid, midway between the bases, whereas normal chess has a small centre of four squares. This means CuChess is a fresh way to play chess.

Notation of the board.

This is how to record moves, should you want to. A column is defined as running lengthways. Rows run widthways. Starting with the column above rook to the left of the white queen, define columns as A to L (there are twelve columns). Count the long face rows as 1 to 6.

In the starting position, the twelve *white* pawns are on A1, B1... L1, and the twelve *black* pawns are on Row A6, B6... L6. For example, the starting position of the pawn in front of the white queen is B1. The starting position of the pawn in front of the white king is H1.

Define the white base "columns" as X, Y, Z, and rows as "1, 2, 3" such that the Queen is on Y3 and the rook to her left is on X3, and the King is on Y1.

Define the black base "columns" as S, T, U, and rows as "1, 2, 3" such that the Queen is on T3 and the rook to her left is on S3, and the King is on T1.

Variations

Experiment with different starting positions on the base.

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