



CuMadness™ Rules For Culica®

Variation - Classic

Mode: 2 to 6 Players

Difficulty: Challenging! Not for beginners.

Rules

Drop 14 pegs of each colour into the Culica® bag. Now each player takes seven pegs from the bag. They're secret so conceal them!

The first player puts a peg on the Culica. Players take turns.

A peg is “happy” in the following way.

- ✓ Each **red** peg can have one and only one *yellow* neighbour.
- ✓ Each **yellow** peg can have one and only one *green* neighbour
- ✓ Each **green** peg can have one and only one *blue* neighbour
- ✓ Each **blue** peg can have one and only one *red* neighbour.

In the figure, right, all the pegs are “happy” except the blue peg (which wants to be next to a red peg).



“Neighbours” are side-by-side (not diagonal).

If a red peg has one yellow peg neighbour (to give an example), then its other neighbours can be any combination of red, green or blue.

When placing a peg, ensure your peg is “happy”, whilst ensuring the other pegs *remain* “happy”.

Can't move? Pick up another peg from the bag.

In the figure right, all the pegs are “happy” except the lower red peg.

In the figure far right, all the pegs are happy except the lower yellow peg (which wants to be next to a green peg).



To win:

- ✓ Be first to get rid of all your pegs.
– OR –
- ✓ Be last to move (when no one else can go).