



CuMadness™ Solo Rules For Culica®

Variation - Classic

Mode: single player / puzzle

Difficulty: Challenging!

Rules

Put pegs on the Culica such that each 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”.

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).

How to win?

- ✓ Each peg placed is a point, your high score is the most pegs you got on.
- ✓ For a perfect score, get *all* the pegs on the Culica. (Very challenging!)

If you can make the Perfect Score, then you are in the *CuMadness Club*.

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