



CuMatch™ Rules For Culica®

Variation - Classic

Mode: 2 to 5 Players

Difficulty: Tricky.

Rules

Each player takes turns to move.

Colours do not matter.

A peg goes into a different face for every six moves (which ensures the same number of pegs on each face after each six moves).

A pattern (which exists on a face) cannot “Match” if his has fewer than three pegs.

A “Match” happens if the same pattern appears on at least two faces.

The figure, right, shows a Match (two “L” shaped patterns in this case).

When a player sees a genuine CuMatch, they declare, “Match”, and the person that moved previously to that person is out of the game.

If a player mistakenly declares a match, then they go out.



To win:

The last player that made a move wins.

The figure, right, shows a match on the top and right-most faces.



Tips

CuMatch can be played with more than five players, but if there are exactly six players in the game, change the order of who moves “first” after every round of six moves.