



CuMatch™ Rules For Culica®

Variation - Classic

Mode: single player / puzzle

Difficulty: A little tricky.

Rules

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 it 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).

To win:

Get as many pegs as you can onto the Culica before you get a match.
Each peg is a point, keep your high score!

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

Tip

If you have a friend with a Culica, see who can get the most pegs on theirs.

