



CuSort Rules

Variation - Classic

Mode: 1 Player (solo/puzzle)

Difficulty: easy

Rules

Before you start, put 17 red, 18 yellow, 9 green and 9 blue pegs onto the Culica randomly.

Notice (picture, *top*) that the cube is completely covered in pegs except for one empty slot.

To move,

- ✓ You can move one of the four neighbouring pegs (side by side, not diagonally connected) into the empty slot. That means that the empty slot is now where the peg you moved was.
- ✓ Repeat.

In this way you have to move the colours around the cube.

In the picture, right, a yellow peg has been moved into the slot that was above it.

You win when

There is *one* completely blue face, *one* completely green face, *two* completely yellow faces, which are on opposite sides of the Culica, and *two* red faces, which are also on opposite sides of the Culica. Note that the empty slot will end up on one of the red faces.

In the picture, right, you can see a completed game, with the empty slot on one of the red peg covered faces.

Notes

This game was inspired by those square puzzles with numbers 1 to 15, whereby you slide the numbers around to order them.

Geek note: The name of the game, CuSort, is a pun on a recursive software algorithm used for sorting things like numbers, which is called "qsort" (short for quick sort).

