

K'UI

LLI

CHI

CHANAKUA

INSTRUCTION MANUAL

K'UILICHI CHANAKUA

(GAME WITH LITTLE STICKS THAT SOUND)

K'uilichi Chanakua or “game with little sticks that sound”, is a traditional game from the P'urhepecha indigenous community in the state of Michoacán in central México.

It's played between two teams that go from one and up to eight members.

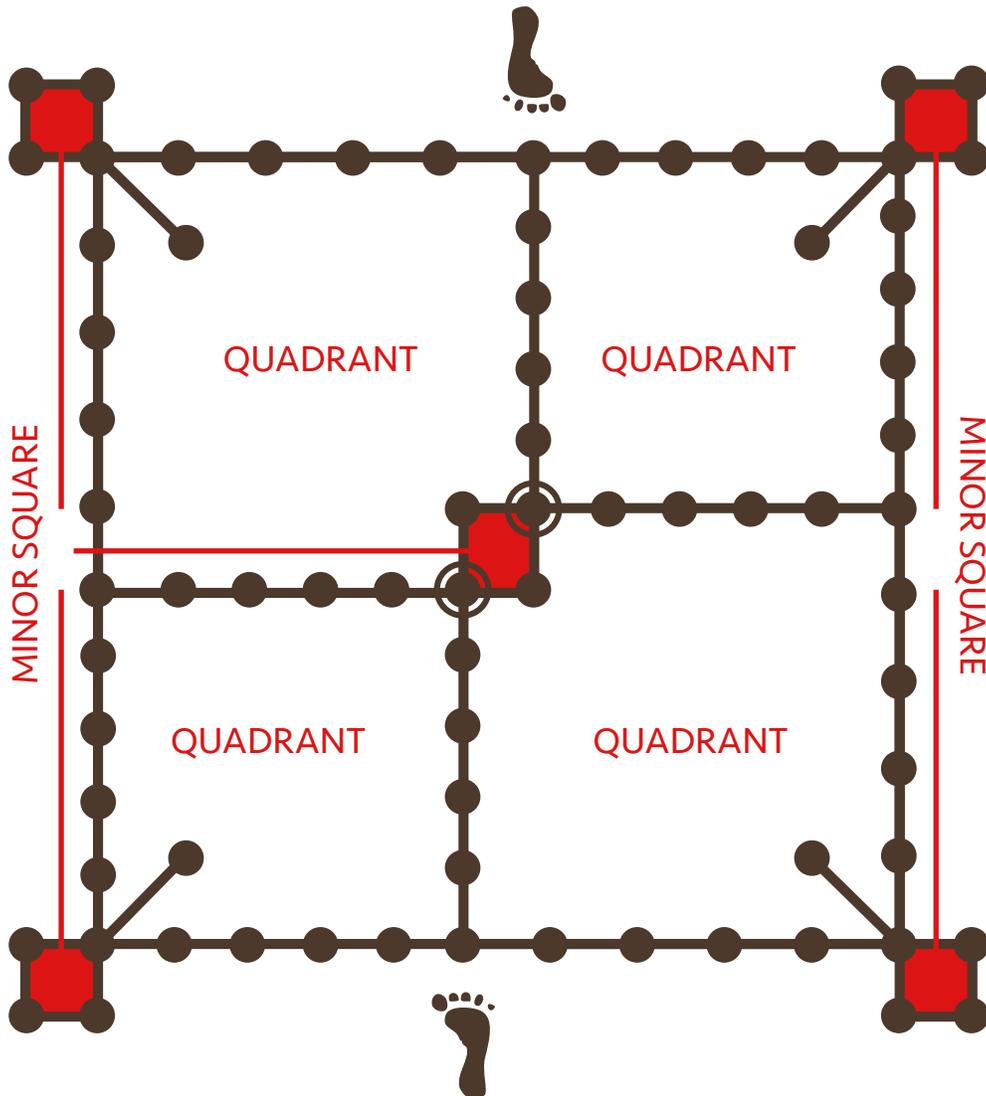
To win, a player or team should go through the board and complete the 76 points path, where they will engage in a ritual battle when they cross path with the opponent.

Its transcendence to P'urepecha people goes from ritual, cultural, traditional and economical matters. Gambling is a common practice between players in community life and there is no time limit when playing it .

INSTRUCTION MANUAL

THE BOARD

K'uillichi Chanakua's board has 76 slots with every team must go through to complete the game, every one of this slots is represented by a point; they are distributed in a big square and divided into 4 major quadrants and five minor squares (4 on the corners and 1 on the center of the board).



THE STICKS

K'uilichi Chanakua is played with four wooden sticks, These are plain on one side and rounded in the other. Two of these are striped in the rounded part, (one with three diagonal lines and the other one with three horizontal lines), while the remaining two have no mark or stripes at all.



These sticks function as dices do in other games, and the value they represent is determined by the position they land in after throwing them. (See stick values chart).

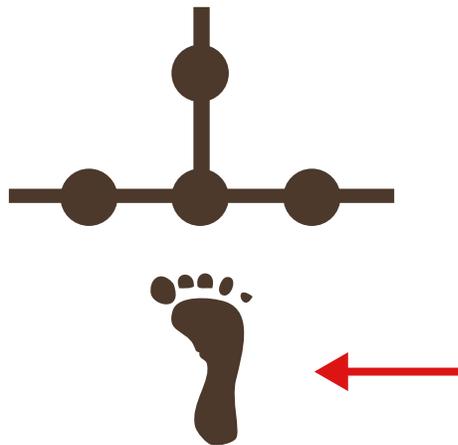
THE CHIPS

To play, every player or team must have four chips, which usually are different color or shape between oponents.

THE GAME

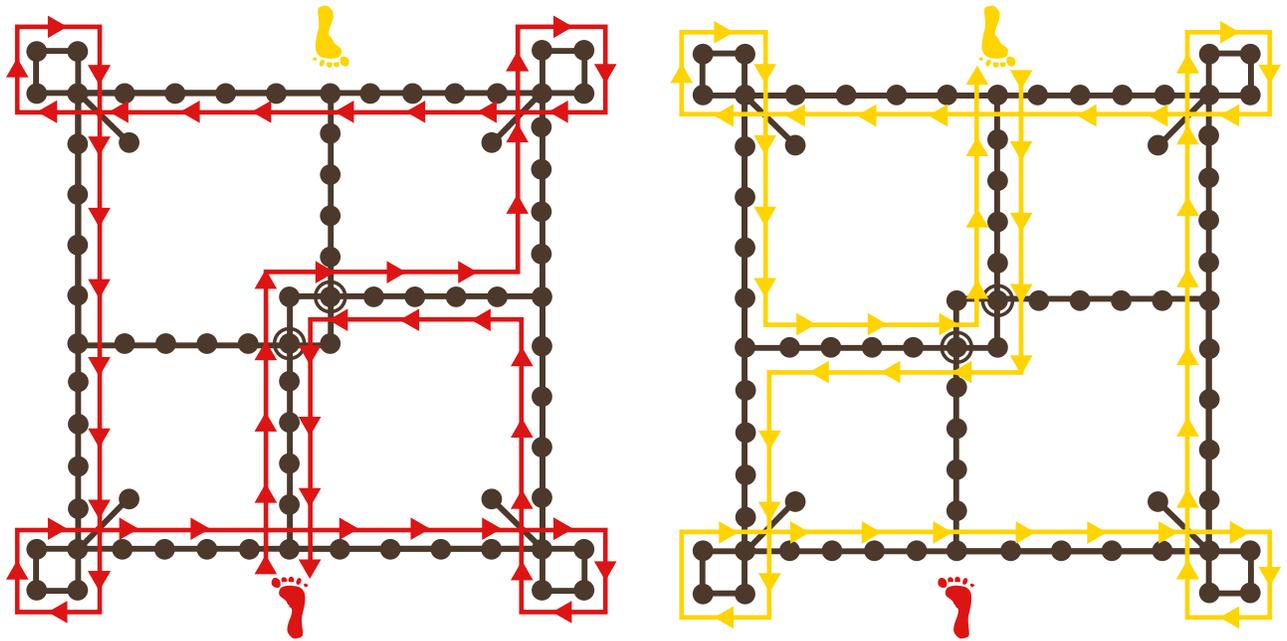
K'uillichi is played between 2 oponent players or to oponent teams (2 vs 2, 3 vs 3, or 4 vs 4). Each player must have 4 chips.

In this board, starting point is marked by a footprint symbol (each team starting on oposite sides of the board).



The **MAIN GOAL** of the game is to go through the board completing a path with all 4 chips till they make it out of the board in the same spot they started (when playing in team mode, to win, every member of the team must complete the path with all 4 chips)

The chips must complete the board according to this trail:



Players must **ALWAYS** take alternated turns (one turn a player and one turn to the opponent). If playing in team mode, players must take turns corresponding to different teams each time (During the whole game turns must have the **SAME ORDER** they started with).

Every player must throw the sticks **TWO** times. This is considered one turn. After the first throw; player must move chips and then throw again and move the second chip (See stick value chart).

After the sticks are thrown, player should **ALWAYS** move the chip that stayed behind the rest. If there are chips that haven't started the path they must be considered as left behind, and should be the immediate ones to move.

To win the game, all four chips must complete the path on the board till they make it out of it (if playing in team mode, every member of the team must complete path with all 4 chips)

There are two ways in which chips can make it out the board:

1. When they complete path through the board.
2. When a chip lands on a slot or point occupied by a chip that belongs to the oponent team. In this case, oponent's chip is **BURNED** and must restart the trail; while the chip that made the **BURN** can leave the board as if it has completed it.

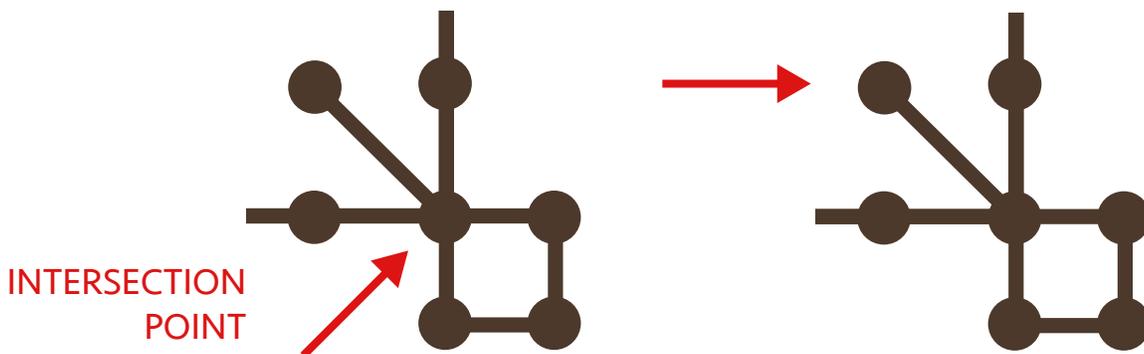
(NOTE: A chip **CANNOT** be burned by another chip that belongs to the same team)

SPECIAL SLOTS ON THE BOARD

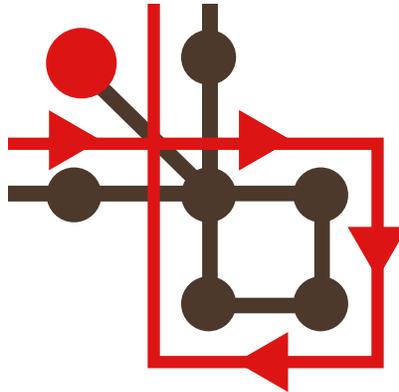
A. INTERSECTION POINTS.

There are four points where a quadrant and a minor square touch each other, this points are called **INTERSECTION POINTS**, these are slots that a chip must cross twice to go around the corner.

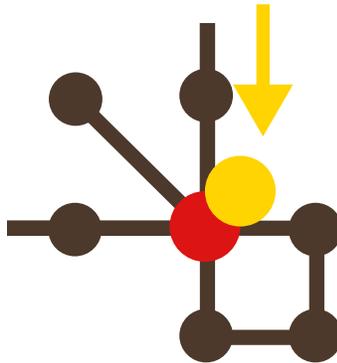
In its path a chip can get to this intersection point, an get to the same point after going around the square, when this happens, the chip is moved to the following spot:



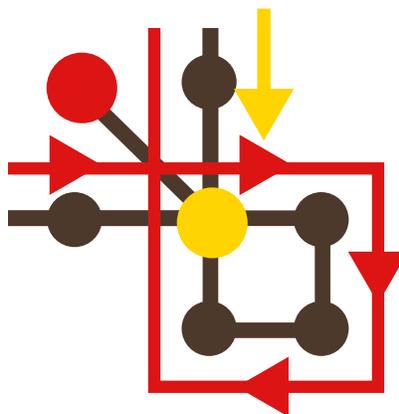
Thi means that a chip has gotten around the minor square and has fallen again in this point, but in a **SUPERIOR** level, located in a diagonal line that points to the center of the board (mark in red in the next graphic). After that, in the next move it continues on the path as it would normally do.



If a chip gets to the intersection point **BEFORE** it goes round the minor square it is still vulnerable to being **BURN** as it is shown in the graphic below:



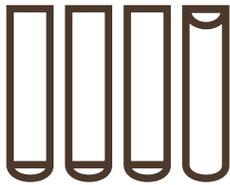
But if it falls in the same spot **AFTER** going around the corner it is considered to be in a **SUPERIOR** level and cannot be **BURNED** by an oponent if he arrives to that same point.



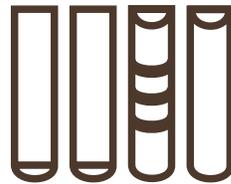
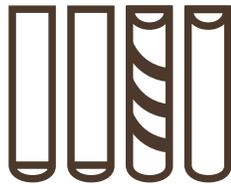
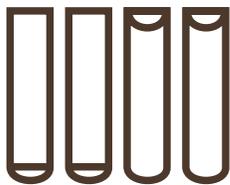
When a chip falls in this internal slot when it has **STARTED** its path on the board, it will have to go back to the initial point and start the path again. (It will start again no matter how many times it gets to that point)

On the other hand, if a chip gets to that internal point when it is about to complete the path on the board, it can automatically leave the board and will be considered to have finished it.

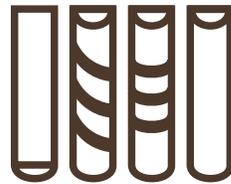
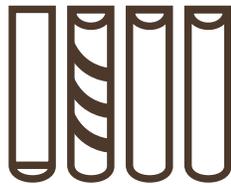
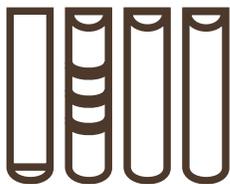
STICK VALUES



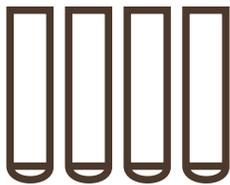
=1 (SIMINI)



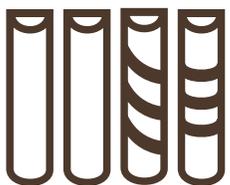
=2 (TSIMANI)



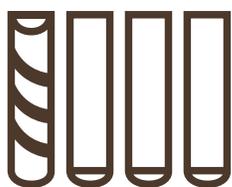
=3 (TANIMU)



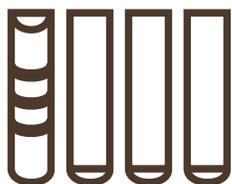
=5 (K'UILLICHI)



=10 (JERÁ PUTSE)



=15 (T' EMBINI IUMU)



=20 (K' ATARHI IKAUTSI)



=35 (IKUASI)*

*(35 is a special combination, in this case a player can choose to move one chip for 35 slots, or can also divide it in two, moving the back chip 20 points and moving 15 slots the next one. In this case player can move up to 3 chips in one turn (don't forget each player draws the sticks twice per turn).

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