

GARDEN PICK UP STICKS

**WARNING: THIS IS NOT A TOY
CHILDREN SHOULD ONLY PLAY THIS GAME WHEN SUPERVISED
BY AN ADULT**

CONTENTS: 41 GIANT 90 CM WOODEN STICKS WITH COLOURED STRIPES FOR SCORING USING POINTS SYSTEM

INSTRUCTIONS

PICK UP STICKS OR 'MIKADO' AS IT IS KNOWN IN SOME COUNTRIES AROUND THE WORLD IS A GAME OF SKILL AND NERVE FOR THE STEADIEST OF HANDS. EACH OF THE STICKS CARRIES A DIFFERENT POINT SCORE WHICH IS AS FOLLOWS:

1 x THE MIKADO WITH SPIRAL - 20 POINTS = 20
5 x STICKS WITH YELLOW RINGS - 10 POINTS EACH = 50
5 x STICKS WITH BLUE RINGS - 5 POINTS EACH = 25
15 x STICKS WITH RED RINGS - 3 POINTS EACH = 45
15 x STICKS WITH GREEN RINGS - 2 POINTS EACH = 30
TOTAL NUMBER OF POINTS 170

DECIDE WHO WILL PLAY FIRST, SECOND AND SO ON.

THE FIRST PLAYER GRIPS ALL THE STICKS BETWEEN BOTH THEIR HANDS ABOVE THE SURFACE WHERE THE GAME IS TO BE PLAYED i.e. LAWN, PATIO OR INDOOR CARPET, ETC.

STAND ONE END OF THE STICKS ONTO THE PLAYING SURFACE AND WITH THE HANDS AS NEAR TO THE SURFACE AS POSSIBLE, LET THE STICKS FALL BY QUICKLY REMOVING YOUR HANDS. THE STICKS WILL FALL INTO A CIRCULAR SHAPE. IN CASE OF AN UNSATISFACTORY DROP THE PLAYER IS ALLOWED TO REPEAT THE LATTER.

NOW THE PLAYER TRIES TO LIFT THE STICKS INDIVIDUALLY WITH THE FINGER TIPS WITHOUT MOVING ANY OF THE OTHER STICKS AND BY PRESSING THE FINGER ON THE TIP OF THE STICKS THEY ARE MOVED AND LIFTED MUCH MORE EASILY. IF ANOTHER STICK IS ACCIDENTLY MOVED WHEN THE PLAYER IS TRYING TO REMOVE A CHOSEN STICK HIS TURN IS ENDED. HIS SCORE IS TOTALLED AND NOTED. THE NEXT PLAYER THEN BEGINS WITH A NEW DROP OF ALL THE STICKS AS WITH THE FIRST PLAYER AND SO ON. THE NUMBER OF ROUNDS TO BE PLAYED SHOULD BE AGREED UPON BEFORE PLAY BEGINS. THE WINNER WILL BE THE PLAYER WITH THE HIGHEST TOTAL SCORE AT THE END OF THE FINAL ROUND. **GOOD LUCK**