

 **mikado** | planet
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how to play mikado

Objective

Collect sticks without disturbing the pile for the highest score.

Number of players

Two to Four.

Setting up

Hold all sticks bunched upright on the ground and release to form a pile.

How to play

The first player attempts to remove a stick from the pile without disturbing any other sticks. Disturbance of another stick means that the disturbed stick moves to even the slightest degree. Once a player commences their turn by touching a stick, they cannot release it and try for another stick. If they successfully remove a stick without disturbing any other sticks, they may have another turn and attempt to draw another stick from the pile. If in attempting to remove a stick from the pile another stick moves, they must immediately release the stick and their turn ends. The player who successfully picks up the stick with the multiple black stripes (known as the Mikado) may for the rest of the game use this stick to assist in removing other sticks. Points are awarded for sticks successfully removed as follows: Mikado (black stripes) - 50 points; Mandarin (red) - 20 points; Samurai (khaki) - 10 points; Kuli (black) - 5 points.

Playing

After all sticks have been successfully collected, players total the value of their sticks. Highest total score wins.

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