

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 a table & release to form a pile.

HOW TO PLAY: The first player attempts to remove a stick from the pile without disturbing any other sticks. 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 the other sticks, they may continue to draw another from the pile. If in attempting to remove a stick from the pile and another stick moves, they must release the stick AND their turn ends. The player who successfully picks up the stick with the black stripes (known as Mikado) may use this stick to assist in removing other sticks. Points are awarded for sticks removed as follows: 1 red, 1 blue stripe 2pts, 1 red, 1 blue, 1 green stripe 3pts, 2 blue, 1 red stripe 5pts, 3 red, 2 blue stripes 10pts, 10 black stripes 20pts.

WINNING: After all sticks have been picked, players total the value of their sticks. Highest total score wins.

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