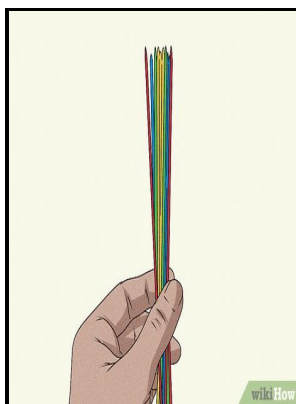


# Pick up sticks

## Arrow Books - Pick Up Sticks Rules



Description: -

-Pick up sticks

-Pick up sticks

Notes: Originally published, New York, Simon and Schuster, 1970;

London, Gollancz, 1971.

This edition was published in 1972



Filesize: 49.66 MB

Tags: #GIANT #PICK

### Pick

For example, try using a retriever hook to pick up the sticks, which can easily be fashioned from a bent paper clip. For 1 or more players, ages 6 and up.

### GIANT PICK

Stand one end of the bundle on the table and let it go so the sticks fall randomly.

### Pick Up Sticks Rules

Get your games in front of thousands of users while monetizing through ads and virtual goods. For a rigid heddle loom, they are a wonderful discovery! The game ends when a player reaches the agreed upon end-score. Incorporate one pick up stick and you can weave on 3 shafts.

### Pick Up Sticks Rules

The game rewards you for speed, skill, accuracy and a good memory. Try to move and collect the colorful sticks carefully to win. Warning: proposition 65 reasons: titanium dioxide, other chemicals.

### Pick Up Sticks

The player with the most points wins the game.

### Play Pick Up Sticks For Free on [me.stfw.info/cdn.cloudflare.net](https://me.stfw.info/cdn.cloudflare.net)

We strongly urge all our users to upgrade to modern browsers for a better experience and improved security. The pick up sticks point value system is as follows: small blue dashed lines are worth twenty points, large blue-red-blue lines are worth ten points, small red and blue dashed lines are worth five points, large red-green-blue lines are worth three points, and the sticks with only one red line and one blue line are worth two points. Basically, they are simple, flat and smooth lengths of wood.



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## Related Books

- [Mother Holly](#)
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