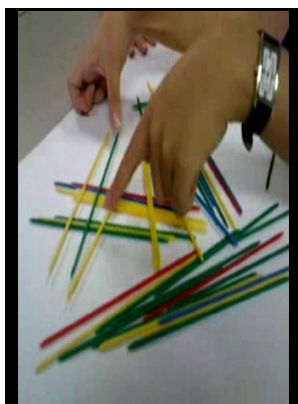


# Pick up sticks

Arrow Books - One, Two, Buckle My Shoe



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: 50.42 MB

Tags: #Pick #Up #Sticks #Rules

## Get Pick Up Sticks

In most versions of the game, the sticks are colored or painted differently to denote different point values. Starting at 500 to 1000 points is standard. There's no end to the fun of pick up sticks! The player with the most points wins.

## Pick Up Sticks

The aim of the game is to try to remove individual sticks from the pile without making any other sticks move. The more you go without tapping incorrect sticks the more points you get. Vary the height from which you drop the sticks to create different challenges.

## GIANT PICK

If you are scoring after each turn, record the first player's score. Incorporate one pick up stick and you can weave on 3 shafts. These oversized sticks in bright colors are a perfect addition to your next game night.

## How to Play Pick Up Sticks

We have reduced support for legacy browsers. Stand one end of the bundle on the table and let it go so the sticks fall randomly.

## GIANT PICK

At this point, a winner can be declared, or another round of pick up sticks can begin. If you get one stick out without moving others, you keep it and carry on picking up new ones until one of your moves disturbs the pile.

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