

# The Nifty Game of NOBBY STICKS

TRADE MARK

STEADY HAND, a gentle touch —  
 A pleasant smile may help you much —  
 And patience! — do not act too quick  
 To snare the bright, alluring stick!  
 You may be old, with hair that's scant,  
 Yet win from some fair debutante —  
 You may have water on the knee,  
 Yet best a lad of twenty-three —  
 Age knows no limitations here —  
 Just don't disturb a stick that's near  
 The one you choose to boost your score,  
 But get that one, then try for more.  
 This game is free from guile or tricks,  
 For SKILL alone wins NOBBY STICKS!

**That's Why It's Everybody's Game** — young folks, old folks and the in-betweeners, all find fun and fascination in its simple action. Just drop the sticks in a bunch and then see how many you can pick up, one at a time, without causing any movement, visible to the naked eye, in any other stick on the table.

Copyright, 1937, by Milton Bradley Company

you get other sticks — viz: to separate two that are close together or flick off one that's resting comfortably on other sticks.

If, by some miracle, you should pick up all the sticks in one throw, you certainly are entitled to another throw — so take it.

And if you pick up a Junior, Sophomore and Senior in succession, you score 50 additional points.

## NOTES

If any stick moves from any cause (earthquake tremors and boiler explosion excepted) while you are picking up, your turn is ended—and don't argue about it. Table jiggling (whether by avocation or clumsiness) is absolutely taboo, and any juggler shall lose one-half his score.

All players should carefully watch the play of each, and if there is any dispute as to whether or not a stick moves, the decision of the majority is final.

---



---

**MILTON BRADLEY COMPANY**

Springfield, Massachusetts

④

①

The Instructions ARE FROM A #4104 DESCRIBED ON PAGE #2. I HAVE  
 A SET IN A LARGER SIZE BOX WHICH HAS DOUBLE THE AMOUNT OF  
 "NOBBY STICKS". I ASSUME SAME #4104.

**NOBBY STICKS** goes collegiate in a big way. Every little "nob" and color has a meaning all its own. Let's study the tabulation and know what we're trying to pick up:

Number of Sticks	Name	Color	Scores
1	Professor	Orange	25
2	Seniors	Blue	20
2	Juniors	Green	15
6	Sophomores	Yellow	10
10	Freshmen	Red	5
21			

*(These stick-people represent collegians from a co-ed college, to stimulate the imagination of both sexes in making pick-ups.)*

### HERE'S WHAT YOU DO

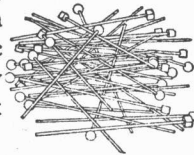
Decide by some peaceful means who shall play first, and the rotation of play — usually around the table to the left.

#### ACTION:

First player takes all the sticks in his hand like this: and lifting them about 8



inches from the table, drops them on the table where they will look like this:



**NOW** pick them up — one at a time, without moving any other stick. If you get one, put it aside from the flock in the pile (or in your pocket if the company you're with makes this advisable), and keep on picking up so long as no other stick moves except the one in your fingers. When, in your

②

attempted pick-up you move another stick, you're all done for that turn. You can use one hand or two hands to pick up with, but winches, cranes or auto wrecker derricks are barred.

Before you relinquish the sticks you've captured, count your score, and have it properly recorded. (Each may keep his own score, but it is advisable to appoint an official scorekeeper for all — it's easier to watch him than to watch all the players, and avoids long arguments).

**NOW** the second player takes all the sticks and proceeds same as the first player — and so on, in turn, around the table.

**A GAME** may run until time or exhaustion demands its end. Or a game may be, by popular vote, five times around the table — each player having five turns. (Of course, this latter method makes the pay-off more frequent — assuming there is a pay-off.)

When the game ends, the score of each is totaled, and the player with the highest number of points **WINS**. The Winner is also credited with the difference between his score and that of each of the other players.

### BONUS POINTS

If you pick up more than **TEN STICKS** from your throw, score 5 points extra for each and all over ten that you succeed in lifting.

If you get the **PROFESSOR** (the long orange boy without a nob) you may use him — or it — to help

③