

How to Play **PIX! PIX! PICK UP STICKS!**

Any number of persons that may be comfortably seated around the table may play in the same game. The first person to play is determined by flipping a coin or by any other agreeable method, and the turn to play passes to the left.



The first person to play holds the sticks in a vertical position in his hand, opens his hand, moves it quickly away, and allows the sticks to fall to the table (See illustrations). He then tries to pick up the sticks one at a time, without moving any of the other sticks. If any stick (other than the one being picked up) moves for any reason whatsoever, the player loses the sticks and they pass



to the player to his left who repeats the procedure above.

If a person is fortunate enough to pick up all of the sticks on his regular turn, he is immediately entitled to an extra turn.

After a player loses the sticks, the total points for the sticks he picked up successfully are tabulated on a sheet of paper under his name. (See scoring table below.) One game may consist of any number of complete rounds, or the game may be set at 500 points, or 1000 points, etc.

The most important stick of all is the black stick—the General—which counts 35 points and which may be used to move apart sticks which are lying closely together, or to lift sticks which are lying on top of other sticks, making it difficult to get at them. However, the General cannot be picked up until the player has picked up in order 1 Lieutenant (yellow), 1 Captain (red), 1 Major (blue), and 1 Colonel (green). If the General is picked up before a player has picked up these four sticks, he loses his turn and does not score.

If a player should (by error) use any stick other than the General to move or lift other sticks, he loses his turn and does not score.

Each time a player succeeds in picking up a Lieutenant, a Captain, a Major, and a Colonel in order, he gets a double score for each of these sticks.

In attempting to pick up sticks which are lying in very difficult positions, players must not get up from their chairs or change their positions at the table. All sticks must be picked up while the player is in his proper position. Any player who changes his position at the table while taking his turn, loses his turn and does not score.

The first person to fulfill the requirements of the game objective which has been set is the winner.

SCORING TABLE

No. of Sticks	Title	Color	Points
1	GENERAL	Black	35
6	COLONEL	Green	10
6	MAJOR	Blue	5
14	CAPTAIN	Red	4
14	LIEUTENANT	Yellow	3