

Mikado

GB

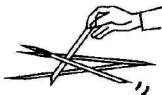
1 Mikado (with spiral) = 20 points

5 mandarin (blue/red/blue) per 10 points = 50 points

5 bonze (red/blue/red/blue) per 5 points = 25 points

15 samurai (red/yellow/blue) per 3 points = 45 points

15 coolies (red/blue) per 2 points = 30 points
170 points



Rule of the game:

- The rods are taken in the hand so that the fist will lie on the table. It is by suddenly opening the hand that the rods will fall on to the table, describing a circle. In case of an unsatisfactory throw the player is allowed to repeat that throw.
- Now the player tries to lift the rods individually with the fingers. Without other rods however being allowed to move.
- When the Mikado or a mandarin has been lifted, it may be used for the lifting or throwing up the other rods.
- It is by pressing the finger on the tip of the rod that the latter may be lifted most easily.
- If another rod is moved then the number of points won must be total end up; the next player may then begin with a new throw.
- The player is allowed to stand up, but not to leave his place.
- Normally, you play five rounds, so that each player has five turns. You may also play only one round, however.
- The winner will be he who has won the largest number of points.
- To get the most out of the game, be sure to keep exactly to the rules. Even the slightest stick movement is considered a fault.