

MAGNETIC JACK STRAWS

1920 by Milton Bradley Co. 4823

Take the straws in one hand care being taken that the ends are all even, and that no straw projects beyond its neighbor. Now place the hand about ~~two~~ inches above the table, the straws perpendicular in position, then suddenly open the hand and the straws will fall in a confused heap.'

The first player now takes a magnet and by great care tries, to remove the straws one at a time, without moving any of the other straws. The player continues to remove the straws in this way until he by mischance disturbs some other straw, and then yields his turn to the next player, but retains all the straws he has successfully removed.

The next player now tries his hand. He gathers up the remaining straws and proceeds like the first player. Thus, the players strive in turn till all the straws are taken.

Each player now counts up the value of the straws he has secured, according to the value as stated in the following table:

Plain Straws.....	1
BENT STRAWS.....	3
SQUARE MAULS.....	5
MALLETS.....	7
RAKES.....	10
PICKS.....	15
COOPERS ADZE.....	17

The player having the largest amount wins the game.

When not in use, always keep small pieces of steel on end of magnets in order to retain their strength.