
HOW TO PLAY

When you look
for interesting toys look for this label.

A PRODUCT OF
O. Schoenhut
INCORPORATED

4
5
6

PICK UP STICKS

REG. U. S. PAT. OFF

THE CONTINENTAL GAME

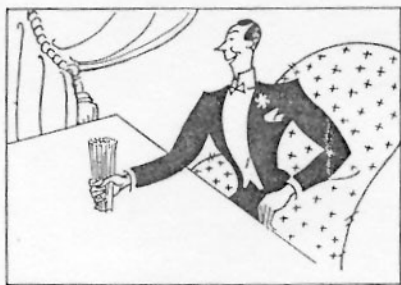
COPYRIGHT 1936, G. W. SCHOENHUT

AGCA
ARCHIVES

Barnes

THE GAME OF THE YEAR FOR THE SMART

1. Grasp the sticks loosely in one hand so that they flare towards the top, or lean from the center evenly as the gentleman in the illustration. A successful throw depends upon the proper grasping of the sticks.



3. Pick up the sticks, one by one, by tipping the pointed end or in any other manner; all is fair if no other stick than the one you tackle moves. You may continue to pick them up until you move some other stick than the one you have in your hand. Then you lose your turn and you pass the sticks to the player at your left.

4. Players record their scores on tallies at the end of each turn; add up the total at the end of the game. The player with the highest number of points wins. The scores of the losers can be subtracted from the winner's and — but why go on?



5. If you happen to be just too, too clever for words and manage to pick up all the sticks from your throw, you may throw them up again and again until the cows come home.

6. You may use both hands. If the



going gets rough, you may use the EMPEROR to separate two which are lying too close together or to flick one which is lying on several. If, indeed, you can get the EMPEROR out first. Should you, perchance, use another stick as a helper you lose your turn.

7. Each player throws the sticks for himself.

8. If you pick up a WARRIOR, a CAPTAIN, and a CHIEFTAIN in that order, each counts double. (4 - 5 - 6 — Get it?)

SCORING SCHEDULE

STICKS	EACH COUNTS	COLOR
1 EMPEROR	20 points	Black
5 PRINCE	10 points	Blue
5 CHIEFTAIN	6 points	Green
15 CAPTAIN	5 points	Red
15 WARRIOR	4 points	Yellow

9. You must play from your own place. If you get uneasy, run around the block, not around the table.



NEW YORK HOSTESS

2.

Open the hand quickly and pull it away quickly so that the sticks will not hit it in falling. If the sticks have been held and allowed to fall properly, they will land on the table radially, like the spokes of a wheel. See the delighted lady below.



10. No matter how or why a stick moves, if it moves while you are picking up another, you are assumed to be a careless so-and-so and you lose your turn. See?

11. Any number may play as many rounds as are decided before the start of the game. (Better decide first: otherwise there will be some gory business.)

12. "Moving" must be very severely judged. If there are more than three players, you lose your turn if two players say they saw you move a stick. If some spoil-



sport starts kicking the table, move the whole game to the floor.

13. You'll find it easier if all argument and back-talk is proscribed from the beginning.

Notice!

After you have opened the package and gathered up the sticks that you inadvertently dropped on the floor, you'd better make sure that you have them all before the indefatigable "cleaning woman" gets around.

Don't look now

but there is probably an Ethiopian in the woodpile.

The idea of 4-5-6

is to drop the sticks on the table and to pick them all up again, one at a time according to rules, without moving any of the others.

It's Easy

but don't be misled. Better have a few practice shots before you start showing off.