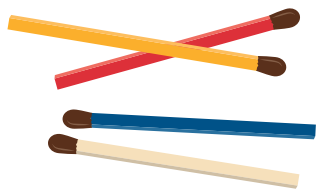


EN

STICK^{UP}



-  2–5 players
-  6–99 years
-  10–15 minutes

As soon as the matches hit the table, be the first to tap the right cards! StickUp is a game of observation, speed and tactics.

HELVETIQ

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Batch #: HMBTK1606001
MADE IN POLAND

 **WARNING:**
CHOKING HAZARD
Small parts. Not for children under 3 yrs.

GAME MATERIAL

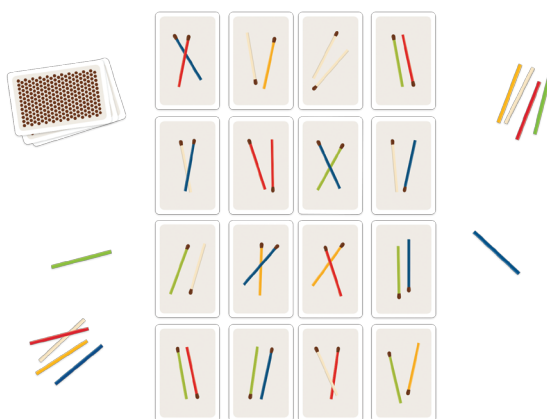
- 45 cards (All cards show two matchsticks; there are 15 different combinations of colors, each combination appears three times in the game)
- 15 colored sticks (3 sets, 5 colors per set)

OBJECTIVE OF THE GAME

In each round, players try to win the cards that match the sticks dropped on the table by being the first to tap them. The player who collects the most cards by the end of the game wins.

I. SETTING UP THE GAME

- Two players receive a set of five sticks (one stick of each color).The box contains an extra set of sticks in case a stick disappears under the couch.
- Shuffle the cards and randomly place 16 cards face up in the middle of the table so that they do not overlap. Usually they are placed in a 4 x 4 square, but any other configuration is possible. All players should be an equal distance from the cards.
- Place the remaining cards face down in a draw pile.



2. PLAYING THE GAME

- At the beginning of each round, the two players with the sticks place them in one hand (their “stick hand”) and secretly choose one stick that they keep in their other hand (their “draw hand”).
- The two players place their draw hand in the air above the cards. All other players must also choose one hand that they will use to tap the cards: in this game you can only use one hand to tap cards.
- All players look each other in the eyes. On the count of three, the players holding matches open their draw hand and drop their stick on the table.
- Now, all players try to be the first to tap the card(s) showing the same color combination as the two sticks dropped.
- When all the matching cards have been tapped, the round is over.
- Then players collect the cards they were the first to tap and place them in their score piles.
- If no cards match the two sticks, the same two players will be the ones dropping sticks in the next round. Otherwise the two players pass their 5 sticks to the players on their left.
- Leave the remaining cards on the table and draw cards from the draw pile. You need to have 16 cards on the table again.
- Start the next round.

Note: The players with the sticks must pick a color that appears on at least one of the cards on the table.

3. PENALTIES

(For undisciplined adults only)

Using two hands: if a player uses two hands to tap cards, he has to give back one card from his score pile. The card is placed under the draw pile. If he should have won some cards (by tapping them first) they are placed back under the draw pile too.

Tapping the wrong card: the card remains on the table. The player who tapped it has to give back one card from his score pile. Place it under the draw pile.

Cumulating penalties: You can only give back one card from your score pile. You cannot cumulate the two penalties by tapping the wrong card with the wrong hand.

4. END OF THE GAME

When there are not enough cards left to replenish the 16 cards on the table, the game is over. Each player counts the number of cards they have in their score pile. The player with the most cards wins. In case of a draw between two or more players, the game continues with the cards left on the table until the last card is won. Count the cards again. In case of another draw, shake hands and play again another time.