

# Pick-Up Sticks

- Player 1 holds all the sticks vertically, then drops them on the ground, causing them to scatter.
- Player 1 proceeds to pick up sticks, one by one, *careful not to move any other sticks*. The only stick that is allowed to move is the one the player is trying to pick up. If any other stick moves, the player's turn is over, and play passes to the next player on the left.
- Subsequent players may continue to pick up the remaining sticks or choose to begin again, by gathering up all sticks, and once again letting them scatter in the playing area.
- If a player successfully picks up all sticks, that player begins again, and continues to play until they lose their turn by moving a stick in the pile.
- Each stick successfully taken from the pile is worth points. The player with the most points wins.



Color	Point Value
Black	25
Red	10
Blue	5
Green	2
Yellow	1

# Tiddlywinks

- Each player picks a color. Each player takes a “shooter” and six “winks”. The shooter is slightly larger than the winks.
- Place the tin in the center of your group. Take turns attempting to shoot your winks into the tin by pressing the edge of your shooter onto the edge of your wink. This will cause the wink to pop into the air. You may attempt to take a shot once per turn.
- If your wink lands into one of the divots in the tin, you get that many points (15 or 25).
- If your wink gets covered by another wink, even slightly, you must wait for your wink to become uncovered before you may shoot it again. You may shoot your other winks during this time.
- The player with the most points wins.

