

Stick Collection

🕒 2~5 | ⌚ 20min~ | 👤 8~

About This Game

Stick Collection" is a bidding game where you try to make out the length of sticks from a distance and bid on them for the best combination of sticks. The more sticks you collect that are 5mm apart, the higher your score will be, but you don't know the exact length of the sticks until you get them in your hands to compare them. Keep an eye on your rivals and your money, and decide whether you want to go for that one stick or wait for the next one. Enjoy this thrilling game with your sweaty hands and sticks!

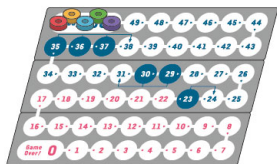
Components

- Rules Manual × 1
- Stick Stand × 1
- 9 types of sticks of 5mm difference in length × 4 (36 in Total)
- Marker 5 Colors × 2 (10 in Total)
- Money Tracking Board × 3

Preparation

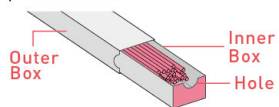
- Each player picks one color and receives two markers of that color.
- Place the Money Tracking Board on the table and place all players' markers in the square indicating "50". When starting a game, everyone has 50 gold.

The other marker is kept at each player's table so they will remember their player color.

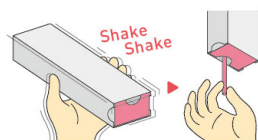


- Place the Stick Stand in the center of the table (do not move it during the game).

- Pull out the inner box, put all the sticks into it, and put it back into the outer box so that the pink side with the hole is visible.



- Shake the box well and take out one stick at random from the hole. Every player does this and holds a stick in their hand as their first stick.



During the game, the stick held by the player must stand on the table supported by one hand. It must also be at least 30 cm (1 ft) away from the Stick Stand placed at the center of the table.



- Decide the Starting Player of the first round in any way you like.

Order of Play

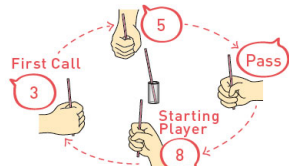
- The Starting Player shakes the box, takes out one stick at random, and puts it on the Stick Stand. The players compete for this stick by bidding for it.

Check the "Point Calculation" section below to see if you want to get this stick or not.



On their turn, the player compares the length of the stick in their hand and the stick in the Stick Stand to consider if they want to get it. Do not move the stick in the Stick Stand close to you or measure the length of it with your hand.

- The bidding begins with the player to the left of the Starting Player. Declare the amount you wish to bid (this is called a "call"). Other players do the same in clockwise order.



- ▶ The amount you can call is from 1 up to 10.
- ▶ You cannot call a sum less than (or same as) the amount that has already been called.
- ▶ Do not call more than what you have.
- ▶ If you don't want to participate in the bidding, or if you want to stop participating in the bidding, you may "pass."

* Once you pass, you are no longer part of the bidding for that stick and will not be able to bid on it.

- All players, including the Starting Player, will keep calling or pass the call until there is only one player remaining with a call. That player wins the bidding.

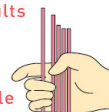
▶ Repeat clockwise until a successful bidder is determined.

▶ You can only call in the range of 1 to 10, so if you call a 10, your bid is immediately the winner.

▶ If everyone passes, the Starting Player wins the stick with no bid.

- The sticks won by the players are added to their hand and organized in a line. All their sticks must be stood on the table and shown to all players. During the game, you can freely rearrange and compare the sticks in your hand.

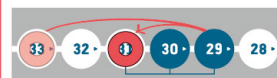
Bidding results are public



Stand on the table

- If you won the bidding, move your marker on the Money Tracking Board by the amount of your bid.

There is a "Lucky Spot" on the Money Tracking Board. When the marker stops at a blue square, return the marker to the square indicated by the arrow (you save your bid by a slight amount).



Example: You have 33 gold. You won your bid by "4" so you move to 29, but since 29 is a blue square, the marker is moved back to 31 indicated by the arrow.

- The player with the winning bid becomes the next Starting Player. Repeat steps 1-6 until the game ends.

End of the Game

The game ends in the following cases.

▶ When any player has 8 sticks in their hand.

▶ When any player's money reaches zero.

▶ When any player has 4 sticks of the same length.

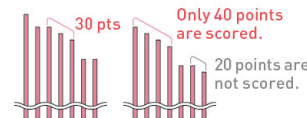
Point Calculation

Check the status of your sticks and the Money Tracking Board.

Score of the sticks you have

Count how many of your sticks are of 5mm difference to each other.

The score is 10 points for each stick in a consecutive combination (20 points for two, 30 points for three, etc.). If there are multiple combinations, only one of them will be scored.



Example: If there is a combination of two consecutive sticks and another of four consecutive sticks, only the larger combination of 40 points will be scored.

The thickness of the marker is 5mm, so you can use it to measure the sticks.



Scores on the Money Tracking Board

Check the amount of money you have at the end of the game. If you have 22 or higher, you get only 22 points.

If the sum is less than 22 (red circles on the board), your score will be exactly the remaining sum you have.

Winning Conditions

The player with the highest total of points from the "sticks you have" and the "Money Tracking Board" wins the game. However, if any player has four sticks of the same length, they win regardless of the score calculation.

In case of a tie, the player with the most sticks wins, and if even that is a tie, the player with the most money wins. If even that is a tie, the players share the victory.

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 Artwork : Yoshiaki Tomioka
 Rules Adjustment : itten

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SC-01(LS)-2021.11