

EN

SIXSTIX

- 1–4 players
- 8–99 years
- 30 minutes

SixStix is a game of logic, pattern-matching and card collection.

GAME MATERIAL

- 55 cards
- 6 wooden sticks

OBJECTIVE OF THE GAME

Collect as many cards as possible by rearranging the sticks to match the patterns on the cards. The player with the most cards at the end wins the game.

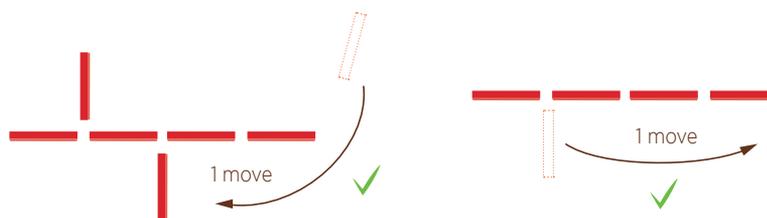
1. SETTING UP THE GAME

- Shuffle the cards and place the deck face down.
- Lay out 5 sticks end-to-end, and keep the remaining stick next to the pile of cards.



2. PLAYING THE GAME

- Distribute 4 cards to each player. The cards are laid out, face up, in front of each player. Players can read the cards in any direction, and can change the order of the cards.
- The player who lit a match most recently starts the game and the play moves clockwise around the table. Players must match the figures on their cards in 3 moves. Adding, removing, or moving a stick counts as 1 move.



- Turning a stick while maintaining contact with the other sticks is “free” (not counted as a move)
- Note: the pattern cannot be split in two during a move.



- Each time you manage to match a pattern, you get to keep that card. Cards that you are not able to take are kept until the next round. Replenish your 4 cards from the deck before passing your turn. If you manage to match all 4 cards, you get to take one extra card from the deck as a bonus.

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Batch #: HMBTK1606001
MADE IN POLAND

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

3. END OF THE GAME

When all cards have been used, the player with the most cards wins the game.

4. VARIANTS

- 1** Point system: change the point system by counting the points that are inscribed on each card. That will make for lots of photo-finish races.
- 2** Solitaire mode: Challenge yourself by playing SixStix as a solitaire game. Take 40 cards and set the others aside. Lay out 5 sticks end-to-end and keep the remaining stick next to the pile of cards. You now have 10 turns to get through the 40 cards following the same rules as the original game (i.e. 4 cards per turn, 3 moves per turn) with one exception. After each round you keep the cards you won and discard the cards you weren't able to match. See how many cards you are able to collect.

31-40: Amazing

26-30: Excellent

21-25: Good

16-20: You can do better

0-15: Don't tell anyone