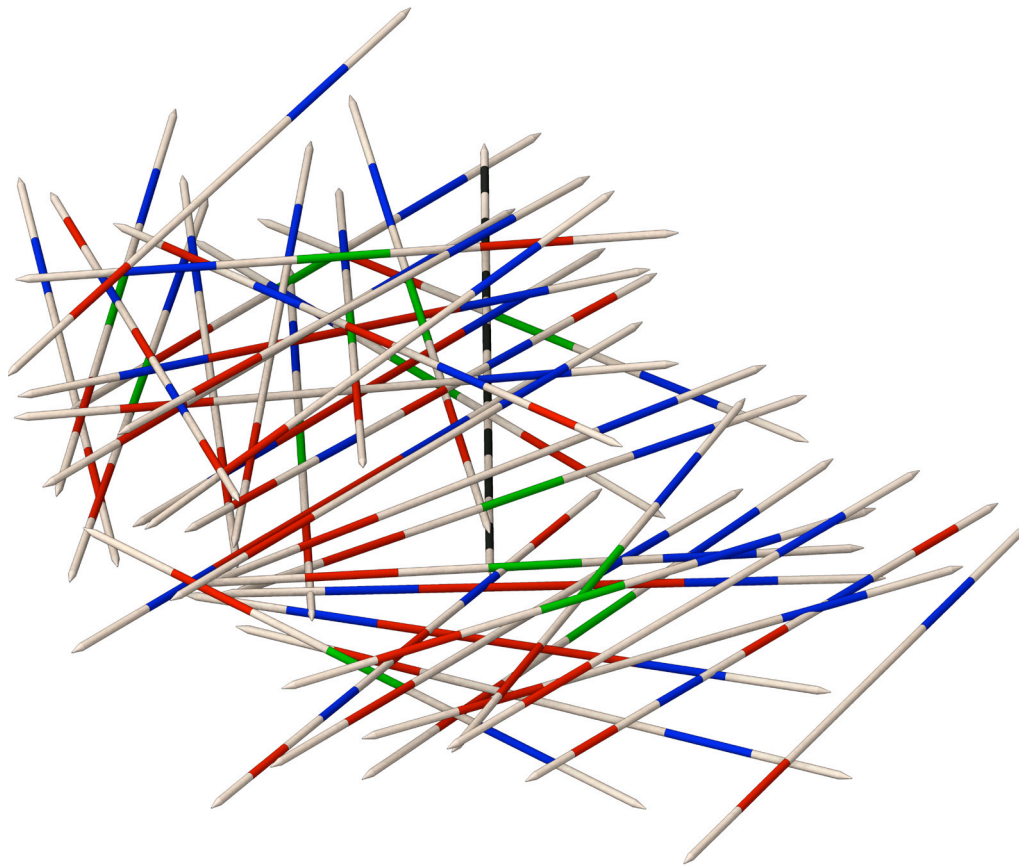
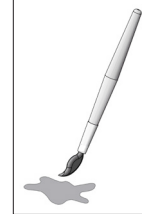


122.898

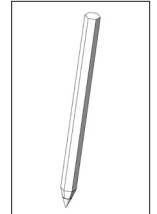
Giant Mikado



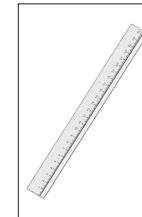
Tools required:



Brush and
acrylic paint



Pencil

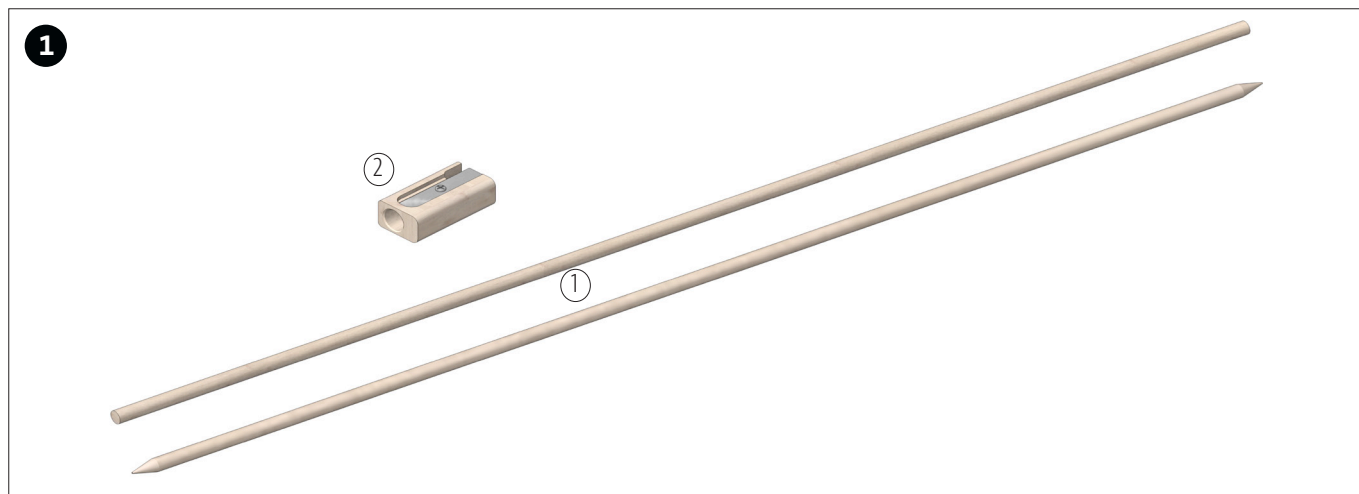


Ruler

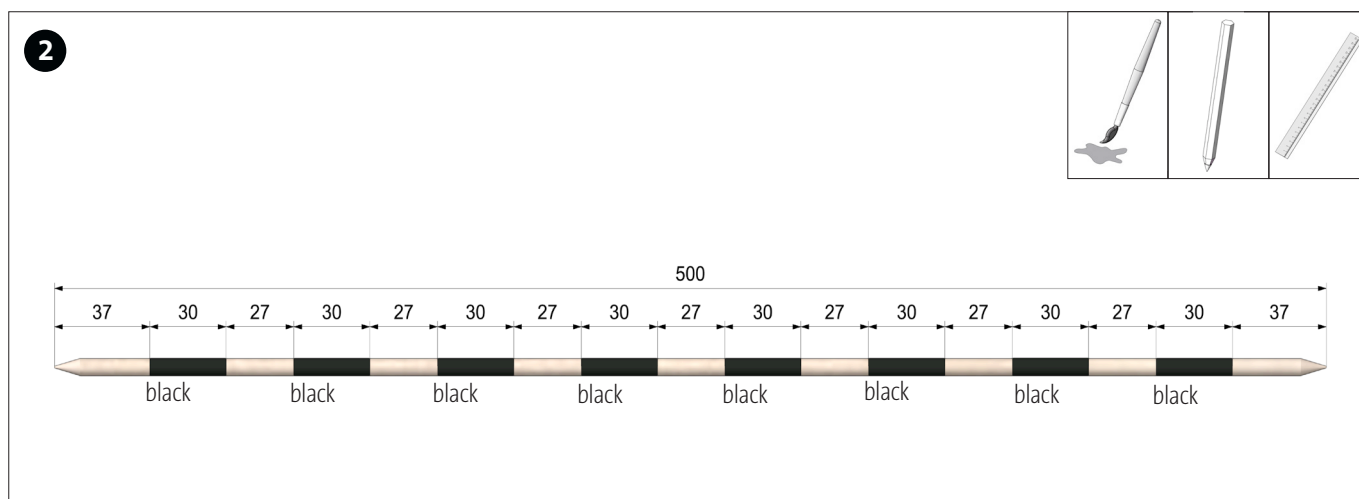
Note

After completion, the OPITEC work kits are not articles with toy character of a generally commercial kind, but teaching and learning aids to support educational work. This kit may only be built and operated by children and young people under the guidance and supervision of competent adults. Not suitable for children under 36 months. Danger of suffocation!

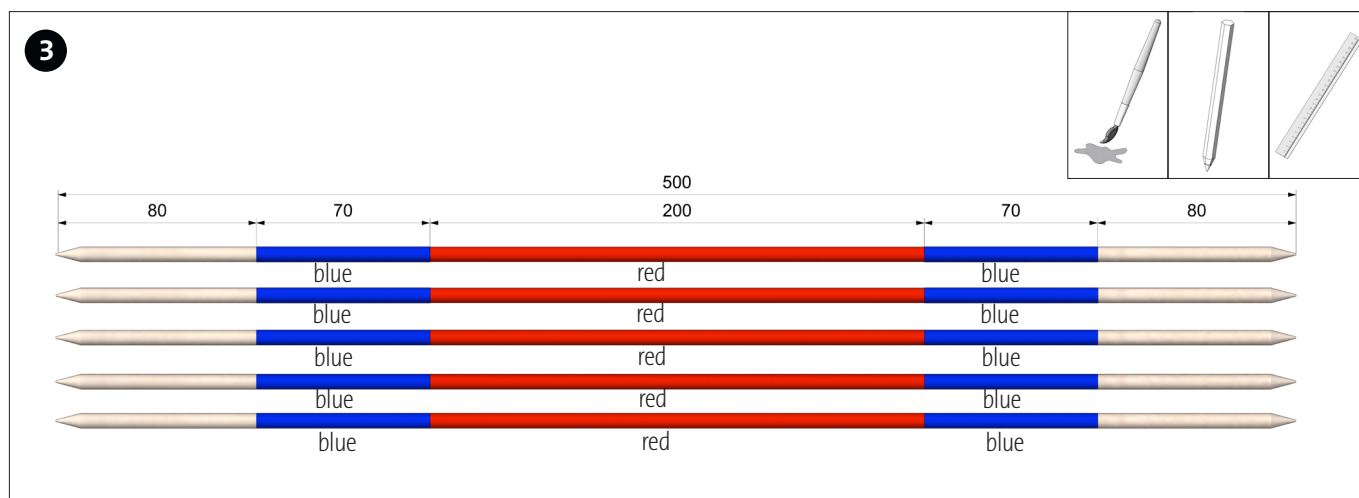
Parts list	Number of pieces	Dimensions (mm)	Description	Part no.
Wooden round stick	41	ø6x500	Wooden rod	1
Sharpener single	1		Sharpener	2



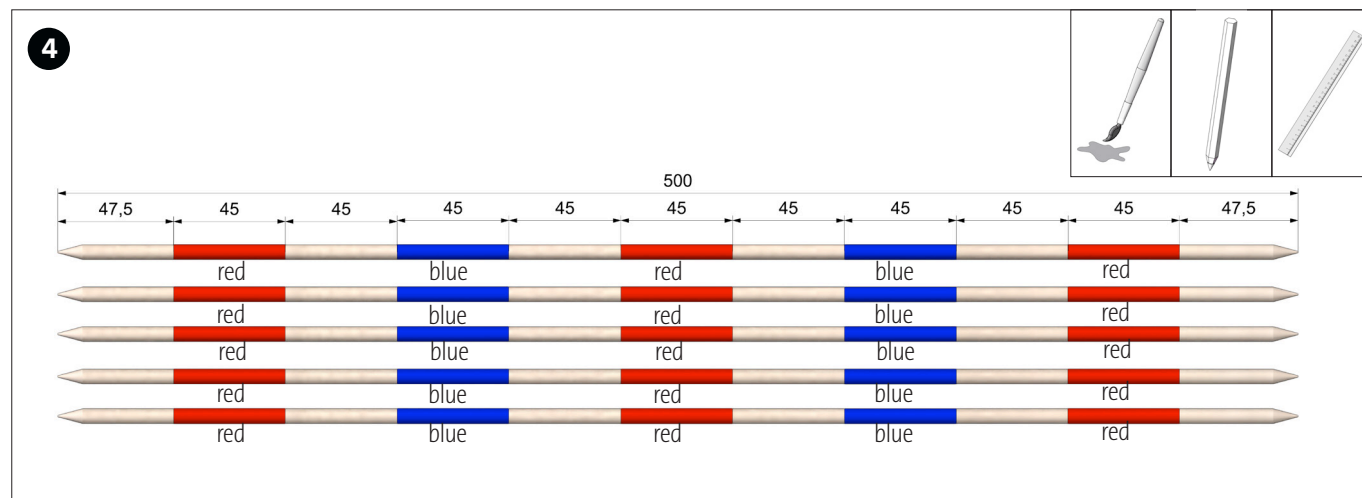
Sharpen all round wooden sticks (1) from both sides with the enclosed sharpener.



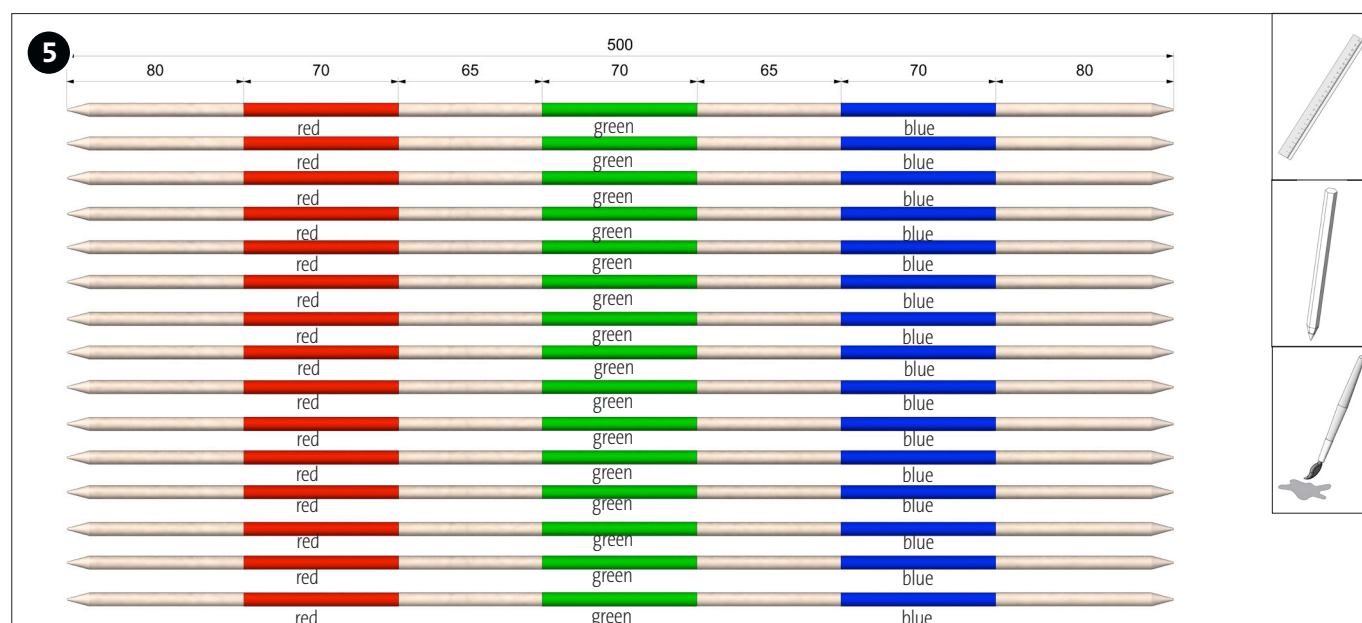
Paint a rod (designation: Mikado) with black paint as shown.



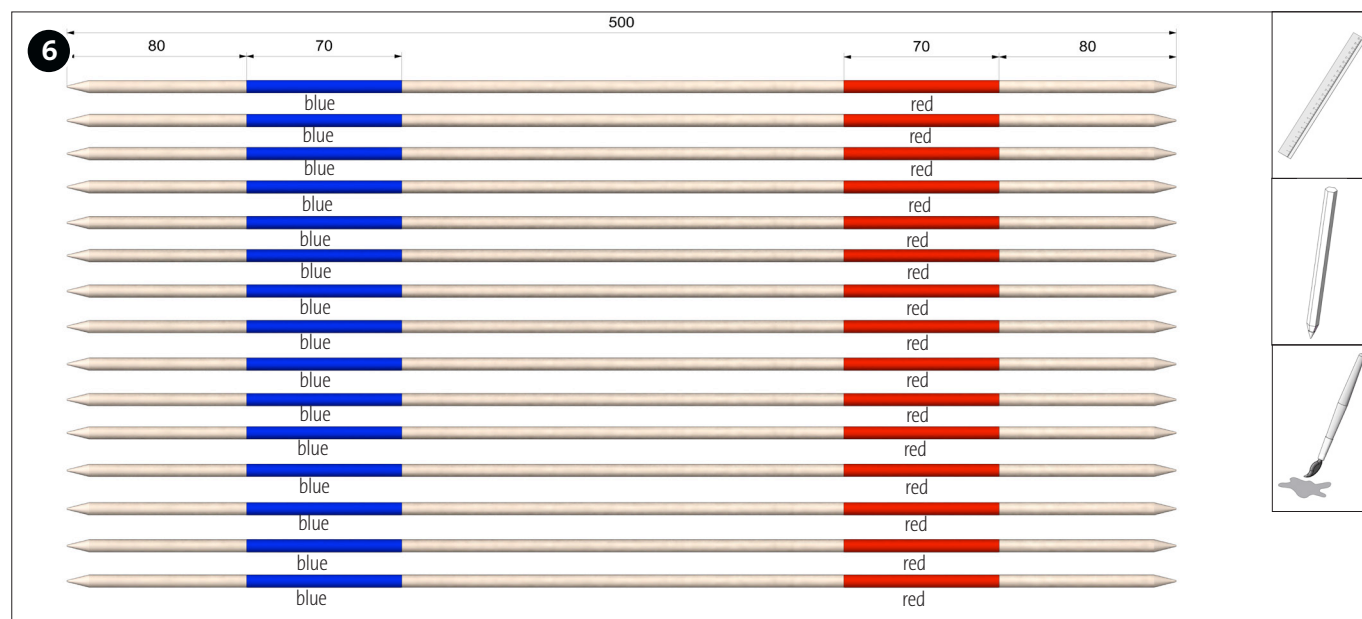
Paint 5 rods (designation: Mandarin), as shown, with red and blue paint.



Paint 5 rods (designation: Bonzes) with red and blue paint as shown.



Paint 15 rods (designation: Samurai) with red, green and blue paint as shown.



Paint 15 rods (designation: Pen) with blue and red paint as shown.

Building instruction 122898

Giant Mikado

Game rules

The skill game Mikado is named after his staff with the highest value and is also the title of the Japanese Emperor. It is played with 41 slightly pointed sticks. These are all the same length and thickness and have different colored rings that indicate the value of the wooden sticks. And this is how the Mikado game works:

1. A player picks up all the batons and lets them fall apart on a smooth surface like the table or the floor.
2. In the course of the game, one stick after the other should be removed, whereby the other sticks must not be moved.
3. Players take turns trying to pull a stick out of the pile of sticks, roll it away, or pick up free sticks.
4. Players who are already in possession of the Mikado (or a Mandarin in the case of simplified rules) may also use it for moves. roll
To do this, remove the tip of the stick, pick up the Mikado underneath and throw the other stick up.
5. If other chopsticks wobble when trying to remove one, it is the next player's turn.

Whoever collects the most points wins. If two players have the same number of points, the number of batons counts.

Name	Colour code	Value	Quantity
Mmikado	black stripes	20	1
Mandarin	blue-red-blue	10	5
Bonzes	red-blue-red-blue-red	5	5
Samurai	red-green-blue	3	15
Pen	blue-red-blue	2	15

170 points in total