




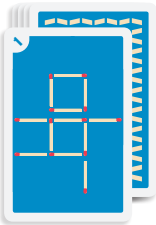
STICKMAN

GAME. SET. MATCH.

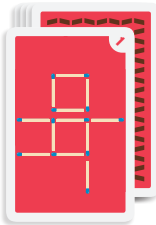
-  **2-6** players
-  **6-99** years
-  **15** minutes

CONTENTS

96 cards
48 blue



48 red



15 matches
3 blue, 3 red, 3 green, 3 pink, 3 yellow



HELVETIQ

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Batch #: HMBTK1606001
Designed in Switzerland
Made in Poland

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

THE GAME

Each card shows a different stickman built out of matches. One player draws the shapes on the other players' backs. The other players guess which shapes they felt. It's not easy, because the stickmen are very similar...and you have to memorize not only the shapes, but the directions of the drawing too.

In this game, you have fun while training your perception and memory.

PREPARATION

- Take the red and the blue cards numbered from **1 to 24**. Put all other cards aside.
- Separate the cards: shuffle all red and blue cards separately and prepare two hidden stacks.
- Each player gets two matches of a color and places them at their place. The players get up.

HOW TO PLAY

One player is the painter who paints a stickman on the other players' back. The painter takes a red card and draws the stickman on the other players' backs one after the other, moving clockwise.

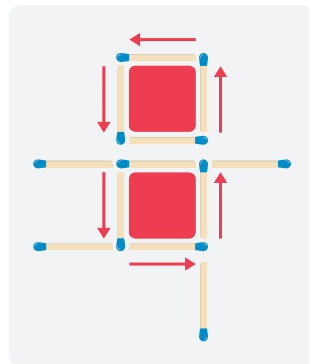
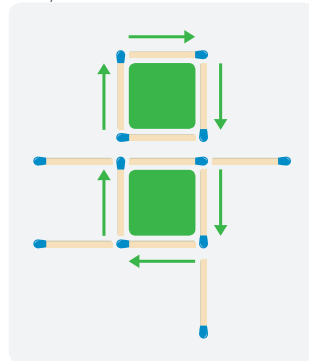
WATCH OUT

The painter does not only draw the matches, but marks the "head" of the match with added pressure, always starting with the wooden end and ending with the head of each match. Some stickmen are very similar—the painter has to draw clearly and the players have to pick out the slight differences.

HINT

It is easier when you try to feel/see the matches as arrows.

All heads of the stickmen have a square shape. Some of their bodies have triangular shapes: Memorizing shapes and pictures is easier than lines. You might try to memorize squares and triangles in different colors: clockwise direction = green square, counterclockwise = red square.



the blue cards and puts them face up side by side on the table.

IDENTIFYING THE RIGHT CARD

During two rounds, players place their two matches on two different blue cards. But only one match will count ... and the other one will be worthless...

First round:

The player on the painter's left is first to place a match on a blue card. He decides whether to put it on the card he thinks is the right one, or on a wrong card. The other players follow in clockwise direction.

Second round:

The last player of the first round is the first player in the second round to lay a match. The other players follow in counterclockwise direction.

WATCH OUT:

- The painter does not lay any matches.
- Players can only place one of their two matches on a same card. The second match has to be placed on another card. One match will be placed on a wrong card, so try to bluff and confuse the other players!
- There can be matches of all different colours on a card.
- Then the painter turns the red card face up.

SCORING

Each match found on the right card is worth one point. The painter scores one point for any match on the right card.

Write down all points.

Next Round: The next player moving clockwise from the painter becomes the new painter.

END OF THE GAME

Play until every player was the painter two times. The player with the highest number of points at the end wins the game.

VARIANT RULE: PASS ON WHAT YOU FEEL!

A Game for 2 teams.

PREPARATION

- Get all matches and the cards **19 to 48** ready. Put all other cards aside. Separate the cards: shuffle all red and all blue cards separately and prepare two hidden stacks.
- Each team stands in a queue, one player behind the other.
- The player at the end of the queue is the one to start the game (Player 1).

HOW TO PLAY

- Player 1 takes a red card and draws the stickman on the 2nd player's back.
- Player 2 draws the stickman on the back of player 3... and so on until the player at the front of the queue.
- This player goes through the blue cards, chooses and shows the card he thinks is the right one.
- Player 1 shows the red card.
- Did the team succeed? If so, they get a match of any color. It counts as a point.
- The front player then moves to the back of the queue and starts the next turn by taking a new red card.
- If one of the teams did not get a point, the move still needs to happen.

END OF THE GAME

The first team to have 6 points (= 6 matches) wins the game.