

Rules

The classic Mikado game consists of 41 sticks. They are coded with different values that have a total of 170 points (colour of the sticks may vary)

Coding	Point value	Number of sticks
Black	20 pts	1
Blue	10 pts	5
Green	5 pts	5
Yellow	3 pts	15
Red	2 pts	15

The sticks are bundled and taken in one hand. When it touches the table/ground release the sticks which will create a circular jumble. Take one stick at a time without moving/touching others. The take away could be by hand, possibly through pressing on a stick's tip or if one has already picked up a special stick (Mikado/Mandarin/white), it could be used as a helper, possibly to throw up another stick.

The starting player is determined with a die

When all the sticks are taken from the pile/ or when it moves, add up the scores, the player with the highest score is the winner.

Rule variations: Colour of sticks can be vary

Value of sticks can vary

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