

# RULES FOR PLAYING PARKER BROTHERS GAME OF JACK STRAWS

*A tantalizing game for any number of players.*

**PREPARATION:** Hold the straws loosely in one hand about two inches above the table and drop them so they fall in an irregular heap. Using the hook, each player endeavors to remove straws from the pile, one at a time, without moving the others in the slightest degree. If any straws have fallen free from the pile, he may remove them first. When a player succeeds in removing one straw, he keeps it and proceeds to try for another and continues as long as he does not disturb any other straw.

All the players should watch attentively — for if he moves any other than the one straw, he relinquishes his turn. The next player picks up and drops the remaining straws in the same manner. The game is continued in turn until all straws are drawn. Player with the highest total of points according to the following count wins the game.

**SCORE 10 points each** — Ladder, Key-hole saw, Two-man saw, Gun, Wrench.

**SCORE 5 points each** — Shovel, Axe, Sledge hammer, Fork, Rake, Sword, T-square, Paddle, Crutch.

**SCORE 2 points each** — Cane, Arrow, Hockey stick, Tamper, Baton, Pick.

**SCORE 1 point each** — all other pieces.

---

*Questions on this game will be answered gladly  
if correct return postage is enclosed.*  
PARKER BROS. INC., P.O. Box 900, Salem, Mass.

---

## DIRECTIONS FOR PLAYING

...THE...

# Game of Jack Straws.

PARKER BROTHERS, SALEM, MASS., U. S. A.

---

Hold the straws in one hand, points down, an inch or two above the table, and then drop them suddenly so they will fall in an irregular heap.

The players then in turn endeavor to remove them, one at a time, with the wire, in such a way as not to move or in the least disturb any of the others. If a player moves another straw besides the one he is trying to pick off, the turn passes to the next, and so on.

After all the straws have been removed, the players count the straws they have taken, and the one having the most Wins the Game.

---

## RULES FOR JACK STRAWS

Jack Straws has been a family favorite for over 100 years. Any number can play as you try to remove the straws from the pile, one at a time. It's tricky business that takes quick moves and a steady hand. Here's how to play Jack Straws:

On your turn, hold all the straws loosely in one hand about 2 inches above the table. With the fist facing the table, drop the straws so they fall into a pile.

Using the hook, try to remove straws from the pile, one at a time, without moving the others at all. If any straws have fallen free from the pile, you may remove them first. When you succeed in removing a straw, you keep it and continue trying additional straws as long as you do not disturb any others.

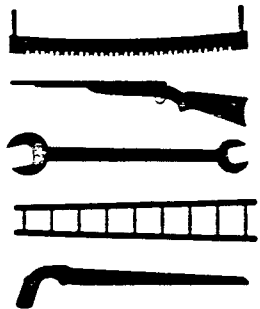
All other players should watch closely, for your turn ends when you move more than one straw at a time. The next player picks up and drops the remaining straws in the same manner. The game continues until all straws are drawn. The player with the highest total of points according to the following count wins the game.

### Scoring

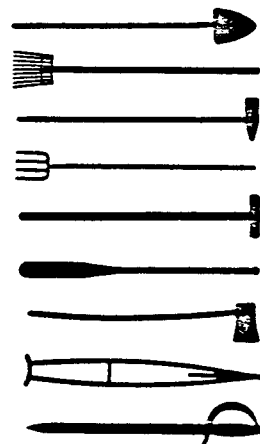
Score 10 points each – Two-man saw, Gun, Wrench, Ladder, Key-hole saw. Score 5 points each – Shovel, Rake, Sledge, Fork, T-Square, Paddle, Axe, Crutch, Sword. Score 2 points each – Cane, Arrow, Tamper, Baton, Hockey Stick, Pick. Score 1 point each – all other pieces. There are at least 45 Jack Straws in this game.

We will be glad to answer inquiries concerning these rules.  
Address: Parker Brothers, Salem, Massachusetts 01970.

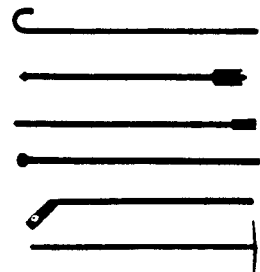
### 10 Points



### 5 Points



### 2 Points



# JACK STRAWS

by

**PARKER BROTHERS**

**Un véritable supplice de Tandale pour n'importe quel nombre de joueurs**

**PRÉPARATION DU JEU:** Tenez les pièces du jeu normalement dans une main à environ deux pouces au-dessus de la table et laissez-les tomber de façon qu'elles forment un tas irrégulier. A l'aide du crochet, chaque joueur fait son possible pour retirer les pièces du tas, une par une, sans faire bouger du tout les autres pièces. Si des pièces sont isolées du tas, le joueur peut les enlever en premier. Lorsqu'un joueur réussit à enlever une pièce, il la garde, essaie à nouveau avec une autre pièce et continue aussi longtemps qu'il ne fait pas bouger d'autres pièces.

Tous les joueurs doivent bien l'observer — car s'il déplace, une autre pièce que la pièce qu'il a choisie, il doit abandonner. Le joueur suivant prend les pièces qui restent sur la table, les laisse tomber à son tour et continue à jouer de la même manière. Le jeu se poursuit, à tour de rôle, jusqu'à ce qu'il ne reste plus de pièces sur la table. Les joueurs comptent alors leurs points conformément aux indications ci-dessous. Le joueur qui obtient le total le plus élevé est déclaré vainqueur.

10 POINTS pour chaque échelle, scie à guichet, godendard, fusil, clé.

5 POINTS pour chaque pelle, hache, marteau de forgeron, fourche, rateau, épée, té à dessin, rame, béquille.

2 POINTS pour chaque canne, flèche, bâton de hockey, pilon, bâton, pioche.

1 POINT pour chacune des pièces qui restent.

Nous nous ferons un plaisir de répondre à toute demande de renseignements en ce qui concerne cette règle du jeu.

Parker Brothers, C.P. 600, Concord, Ontario L4K 1B7.

A78-02-06