

Chopstick Dexterity MegaChallenge 3000

by Greg Lam



Several years ago, the Lower House of Japanese Parliament was very alarmed by incursion of use of metal eating utensils in Japan. Increased use of fork and knife among youth result in decrease in skill in using chopsticks!

Determined to reverse trend, the Lower House worked with Fujita Television Concern to produce new game show that promotes dexterity in usage of chopsticks, with cash prizes. They call *Chopstick Dexterity Mega-Challenge 3000*. This show with host actor Kazuo Yomura quickly becomes very popular among all ages, spawning comic book series, merchandise, and best of all home board game version, available for the first time American now from Pair-of-Dice Game game company.

Now for first time test chopstick skill in attractive table-top thrilling contest at affordable price. Grasp shapes with chopsticks to win pieces. Whoever obtains most pieces wins! Maybe you can best all opponents, win Final Victory Stage, and become Chopstick Grandmaster too!*

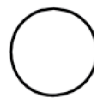
*The events described in this description are entirely fictional.

Chopstick Dexterity MegaChallenge 3000 is a dexterity game in which the object is to collect the most tokens by using chopsticks to pick up the object shown on a token.

Game Contents

- Three pairs of chopsticks
- 25 colored wooden items, each item is in one of five shapes: disks, cubes, stars, hearts, and spools; and one of five colors: purple, red, blue, yellow, and green.
- 40 round tokens: 25 standard tokens which each corresponds with one of the items in shape and color; 5 wild card shape tokens which correspond to shape but has all five colors, 5 wild card color tokens which correspond to color with a question mark on them, 4 numbered tokens with the numbers of 3 through 6 on them, and an “all” token.
- One large bowl.
- Three small target dishes.

Standard Tokens



Disk



Cube



Star



Heart



Spool

Wild Card Shape Tokens



Wild Card Color Token, Number Token, “All”



Set-Up

Place the 25 items in a bowl in the center of the playing area. Place the needed tokens face down near the bowl. Each player sits equidistant to the bowl, preferably on opposite sides of the playing area, and takes a pair of chopsticks. Each player places a small target dish in front of him. Decide which version of the game to play. Each round begins with all participating players with their chopsticks touching the table or playing surface.

Preliminary Game (Three Players)

To play with three players, use these rules and *only the standard* tokens. During each round, a player uncovers one of the tokens to reveal a symbol which indicates one of the items in the bowl by color and shape. When a token is flipped over, each player can pick up all of the pieces that have either the color *or* the shape of the piece indicated by the token. The player that ends up with the most correct items wins the token. The items are then returned to the bowl, and the next round starts with the winning player being the one who must uncover the next token. If there is a tie and one of the players tied has the piece with the same color and shape as the token, that player wins the token. Otherwise, no one wins the token, and it is set aside.

Championship Game (Two Players)

The set up is that same as the Preliminary Game, except that only two players play at the same time and all of the tokens are used. When a token is flipped over, each player can try to pick up the one piece that has the color *and* the shape of the piece indicated by the token. The person who can successfully pick up that piece and place it in his dish claims the token and wins that round. In the case of a wild card shape token, players must pick up all of the pieces of the indicated shape. In the case of a wild card color token, players must pick up all the pieces of the indicated color. In the case of a number token, the first player to pick up the indicated number of any of the available pieces wins the token. In the case of the “all” token, the player who picks up the most of any of the available pieces wins the token.

Championship Game (Three Player Version)

To play the Championship Game with three players, add this rule: The player who wins a round must sit out the next round, uncovering the token for the other two players. The only time when all three players contest a round simultaneously is in the first round.

End of Game

Play continues until a previously agreed upon number of tokens are won. For the three player game, we suggest playing until one player has won 10 tokens. For the two player game, we suggest playing until one player has won 15 tokens. Each round should take 30 seconds to 1 minute to play.

Recommended Rules of Engagement

When playing the game some rules of engagement are recommended. However, these recommendations may be superceded by players' preferences upon agreement by all players.

- When the targeted item is knocked out of the bowl in the Championship Game, that item should be returned to the bowl rather than trying to grab the piece on the playing surface. Once the item is returned to the bowl, the players may contend for that piece again. When non-targeted pieces are knocked out of the bowl, play is not affected. In the Preliminary Game, items knocked out of the target dish and not in any dish are considered eliminated.

- Making contact with another player's chopsticks with your chopsticks is allowed. Making contact with another player's hand or other parts of the body is not.
- Intentionally moving the bowl with the chopsticks is allowed.
- Players may try to knock items out of opponents' chopsticks, though not after a player has successfully cleared the cylinder of air directly above the bowl.
- Players are not penalized by adding items to the target dish which are not the targeted piece(s). Those pieces simply do not count toward the scoring.
- A piece may be legally knocked into a target dish, intentionally or inadvertently.



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Art by Scott Starkey



Final Victory Stage

After besting all opponents in the tournament, the Chopstick Master faces a Final Victory Stage, a solo, timed event to determine if one becomes ultimate chopstick champion!

Note: You will need a watch or other timing device in order to play the Final Victory Stage.

1. Take the Final Victory Stage mat. Randomly place the five wild card color tokens face up on the circular spaces in the top row. Do the same for the wild card shape tiles in the left column.
2. When the player is ready, dump the colored pieces into the bowl. The player must pick up the pieces and place them in the grid with their chopsticks so that all of the pieces match both the color token in its column and the shape token in its row.
3. All spool pieces must be standing on end. All pieces must be mostly within its boundary box.
4. The player that can place all 25 pieces correctly in 75 seconds or less is named ultimate champion.

