

# PickFinal



<b>Address</b>	{value_address}
<b>Contact Person</b>	{value_contact_person}
<b>Mobile Number</b>	{value_mobile_number}
<b>Email</b>	{value_email}

This Java applet implements a fully configurable board game where you win by picking up the last object. Each turn you need to pick up a number of objects between minimum and maximum numbers. Whoever gets the last object wins.

For more details, please visit <http://scripts.goclix.com/pickfinal-19076>