

## **PickFinal**



Address {value\_address}

Contact Person{value\_contact\_person}Mobile Number{value\_mobile\_number}

**Email** {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 https://scripts.goclixy.com/pickfinal-19076