Ages: 5+
Players: 1 or more

Contents: 24 Chairs, Instructions

Object: To try and stack the chairs, one at a time, on top of each other, without letting them topple over.

Before Play:
• Choose a place to play, and scatter the chairs randomly on the play surface.
• Decide how many rounds you would like to play. A normal game would include 5 rounds.

Play:
• The youngest player starts by choosing any chair, and placing it on the playing surface.
• Play continues with the player to the left, who selects a chair and places it on top of the first chair.
• Only one chair may rest on the game surface. All other chairs must sit or balance on each other, not the game surface.
• Chairs may be added and stacked in any direction, so long as the chairs do not fall.
• Upon successfully adding a chair, play moves to the next player, who tries to stack a chair.

If the Stack Falls On Your Turn: The round is over. You must count one point for each chair that falls to the game surface. Play continues with a new round. The player to your left starts the next round.

Winning: The winner is the player with the lowest score (least fallen chairs) when the predetermined number of rounds have been completed.

A DIFFERENT WAY TO PLAY

Object: To be the first player to get rid of all your chairs.

Play:
• Divide the chairs evenly between the players.
• Play, as above, with players stacking one chair on a turn, on top of the pile of chairs.
• If a chair or chairs fall on your turn, you must take all the chairs that fell.

Winning: You win the game by being the first player to get rid of all your chairs.