



**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.

