

CHAIRS™ GAME INSTRUCTIONS

Chairs™ GAME

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 flat 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.

