

Chairs

Jumbo, 2001

no designer credited

translated by Pitt Crandlemire

For 1 or more players

Goal: The goal of the game is to build the highest possible stack of chairs.

Set-up: Play on a flat table or similar surface; place all the chairs on this surface. Decide how many rounds you wish to play (normally 5).

Play of the game: The youngest player starts. He selects a chair and places it into the middle of the table. The next player then selects another chair and stacks it on the first chair. Only one chair may touch the table. All other chairs must stand on one or more of the stacked chairs. Each player decides the location and manner in which he wishes to add another chair to the stack. The stack of chairs may be built both upwards and outwards, so long as the stack doesn't fall and only the first chair touches the table. As each player successfully adds a chair to the stack, play continues in clockwise order.

The stack falls: If the stack falls, the current round is completed. The player who caused the stack to fall receives one penalty point for each chair that fell. The game is then continued with a new round. The player who caused the collapse starts the new round.

The winner: The player who has the least penalty points after the agreed number of rounds wins the game.

A variant:

Goal: The players try to be the first to get rid of all their chairs.

Play of the game: The chairs are evenly distributed among the players.

On their turn, players add a chair to the stack. While doing this, the same rules as in the standard game apply. The player who causes the stack to fall must add any fallen chairs to his stock of chairs.

The winner: The player who first gets rid of all his chairs is the winner.