



Chair stacking game - No supports



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Summary

A simple game where you stack chairs.

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Tags: [chair](#) [stacking](#)

A simple game where you stack chairs.

Rules

Variant 1

- Decide how many rounds you want to play
- The youngest player starts by placing a chair on a flat surface
- The next player stacks a chair on top of the first chair
- The round ends when the stack falls
- The player that knocks over the stack gets a penalty point for each chair knocked over
- The next player in turn starts the new round
- The winner is the player with the least amount of penalty points after all rounds have been played

Variant 2

- Distribute the chairs evenly amongst all players
- The youngest player starts by placing a chair on a flat surface

- The next player stacks a chair on top of the first chair
- If a player knock over some chairs during a turn, he/she must take them
- The winner is the player that first get rids of all his/hers chairs

The more chairs you print, the harder it gets!

Print instructions

No supports, the chairs are designed to be printed with bridges.

Use brims, 2 perimeters, 10% rectilinear infill and 0.2mm layer height.

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Model files



chairs.stl

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