Dexterity Game

# Setup

* + Fold paper lengthwise into thirds to form a triangular prism shape
  + Cut paper into 14 pieces along lines
  + Form mini triangular pieces again (they should be able to stay on they’re on as triangles)
  + To keep triangles from falling apart, it is recommended to tape them, however not necessary

# Gameplay (1-2 players)

* + Flip a coin to decide who goes first
  + Each player has 5 seconds to add a triangle to the tower
  + Players alternate stacking triangles until all are used
  + After having a towers 8 triangles high, players must then place two triangles at a time holding only the bottom of the two until they finish all 14
  + If tower is still standing, use second sheet of paper and continue
  + The player who knocks down the tower looses



# Materials