



Giant Jenga – Game Rules

Object

The object of the game is to stack the tower of blocks as high as possible by taking blocks from the lower levels one at a time. Whoever causes the tower to fall while doing so loses.

Setup

Any player in the game must stack the blocks in a 3x3 pattern with each layer at a right angle to the previous one. The player that built the tower must go first.

Playing the game

Each player takes turns taking a block from any level of the tower (except the one below an incomplete level).

The player must then place the block on the topmost level in order to complete it.

Players may use whatever hand they want, but only one hand may be touching the blocks at any time.

Players may tap blocks to find loose ones and any block left out of place may be corrected before the turn is over.

The loser of the game is whoever causes the tower to fall during their turn.

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