

# How to play Giant Jenga

The game begins when someone builds the tower. The tower should be built by stacking all of the blocks in levels of three placed next to each other along their long sides and at a right angle to the previous level.

The person who built the tower goes first. The steps are then as follows:

- Using only one hand at all times, take one block each turn from any tower level other than the one below an incomplete top level
- Place the block at the topmost level of the tower
- The next player's turn begins after 10 seconds or whenever they touch the tower, whichever comes first
- If a block is removed and not used, it must be replaced from where it was taken, unless doing so makes the tower fall

The game ends when a player's move causes the tower to fall or a block to fall out of the tower (other than the one the player is moving).



An alternate form of play can be added to the existing rules by incorporating painted blocks with the corresponding colors also painted on a giant dice. Each player would roll the die and have to choose a block based on the color rolled.

## **Some Tips**

Jenga is a great game because it's much harder than it looks. As you play Jenga, keep some of these tips in mind to give yourself a better chance of winning.

Be patient. Remember, you lose Jenga by making a bad move, not win it by being daring. Take your time and carefully consider each move. Swap hands. You can only use one hand at a time, but that doesn't mean you can't swap hands if it will give you a better grip or leverage. Set it up. Sometimes, your move will allow you to place a block on top that makes the tower extra wobbly. That's a smart move. Just remember, though, that if the other players manage to make their

moves, you're going to be in a lot of trouble when your turn comes around again.

Keep these rules and tips in mind when you play. But the main thing to remember is just to have fun! It's a simple but challenging game that can provide hours of enjoyment.