



GIANT JENGA RULES

A classic Jenga game consists of precision-crafted, specially finished hardwood blocks. To set up the game, use the included loading tray to create the initial tower. Stack 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.



Once the tower is built, the person who stacked the tower plays first. Moving in the game Jenga consists of:

- 1) taking one block on a turn from any level of the tower (except the one below an incomplete top level), and**
- 2) placing it on the topmost level in order to complete it.**

Players may use only one hand at a time; either hand may be used, but only one hand may touch the tower at any time.

Players may tap a block to find a loose one. Any blocks moved but not played should be replaced, unless doing so would make the tower fall. The turn ends when the next player touches the tower, or after ten seconds, whichever occurs first.

The game ends when the tower falls -- completely or if any block falls from the tower (other than the block a player moves on a turn).

The loser is the person who made the tower fall (i.e., whose turn it was when the tower fell).

(SOURCE: <https://www.jenga.com/about.php>)

