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## **GIANT JENGA Game Play:**

Jenga is played with 54 wooden blocks; each block is 3 times as long as it is wide, and slightly smaller in height than in width. The blocks are stacked in an 18-story tower formation; each story is three blocks placed adjacent to each other along their long side, & each story is placed perpendicular to the previous (example: if blocks in 1st story are pointing north-south, the 2nd story blocks will point east-west).

Once the tower is built, the person who built the tower moves first. Moving in Jenga consists of taking one & only one block from any story except the completed top story of the tower at the time of the turn, & placing it on the topmost story in order to complete it. Only one hand at a time may be used to remove a block; both hands can be used, but only one hand may be on the tower at a time. Blocks may be bumped to find a loose block that will not disturb the rest of the tower. Any block that's moved out of place may be left out of place if it's determined that it will knock the tower over if removed. The turn ends when the next person to move touches the tower, although he or she can wait 10 seconds before moving for the previous turn to end if they believe the tower will fall in that time.

The game ends when tower falls in any significant way — in other words, any piece falls from the tower, other than the piece being knocked out to move to the top. The person that loses the game is the one who made the tower fall (whose turn it was when tower fell); the winner is the one who moved before this person.