

5

- While stacking, always complete one 3-block story before starting a higher one.
  - As play proceeds and the weight of the tower shifts, some blocks become looser than others and are easier to remove. You can touch other blocks to find a loose one — but if you move a block out of place, you must fix it (using one hand only) before touching another block.
5. Your turn ends 10 seconds after you stack your block — or as soon as the next player starts his or her turn.
6. Keep removing and stacking blocks according to the die rolls until the tower falls. A real pro can build a tower 36 stories high — or more!

#### WHO WINS?

The last player to take a turn without making the tower fall wins the game. The player responsible for making the tower fall gets to set up the tower for the next game!

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**SOLO PLAY:** Play alone for practice. Can you top your record height before the tower falls?

#### TRY THIS FOR A DIFFERENT TWIST!

When setting up the game, place the colored blocks at random in each layer. Or, be creative! Design your own colored pattern. (For example, 3 blocks of the same color in each layer.) It's up to you! After setting up the tower, continue with gameplay as previously described.

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# THROW Jenga<sup>®</sup>

**INSTRUCTIONS**  
For Any Number of Players

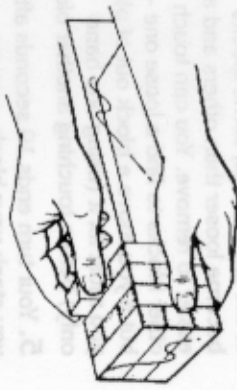
**CONTENTS**  
54 Colored Wooden Blocks  
Plastic Loading Tray  
Die

**OBJECT**

Remove blocks from the tower and stack them on top. The last player to stack a block without making the tower fall wins the game.

**SETUP**

1. One player builds the tower on a flat, sturdy surface by using the loading tray as shown below. Place three different color blocks in each layer or story, at right angles to the previous layer. When you finish, you'll have a solid, 18-story tower that can more than double during play!



2. Use the loading tray to set the tower upright. Then carefully slide the tray away, and put it aside.

**PLAY**

1. The player who built the tower goes first. Play then continues to the left.
2. On your turn, roll the die to determine which block (or blocks) to remove and stack.




**3. The Die**

Your die roll determines what color or position block (or blocks) you must remove and stack:



The block colors are:


	YELLOW		RED		BLUE
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
The block positions are:


	END		MID		END
		(Middle)			

Here's what the rolls mean:

	Any yellow block, OR an end block of any color.
	Any red block, OR any color middle block.

	Any blue block, OR an end block of any color.
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	Any two blocks of any color(s) in any position.
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	Any color block in any position.
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Don't remove any blocks. Instead, pass the die to the next player in the opposite direction of current play! This ends your turn. The die passes in this *opposite direction* until another REVERSE symbol is rolled and play again reverses direction.

**4. Removing and Stacking Blocks**

- Remove and stack the block (or blocks) determined by your die roll. To remove a block, use one hand at a time. You can switch hands whenever you wish.
- Carefully remove from anywhere BELOW the highest completed story. Then stack the block on top of the tower, at right angles to the blocks just below it.