

Giant Jenga

Official Rules Guide — Premier Disco Giant Games

2+ Players	8+ Recommended age	5-15 min Average play time	54 Blocks per set
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About the Game

Ever wondered how tall you can really build before it all comes crashing down? Giant Jenga takes the classic tower game everyone knows from family game nights and blows it up to full size — steady hands, nervous laughter and a satisfying crash guaranteed. It's one of our most requested games for exactly that reason: it's dead easy to explain, and brutal to actually play well.

Block & tower specs: each block measures 21cm × 7cm × 4.5cm, and the tower starts at 0.9m tall — and only grows from there.

How to Set Up

- 1 Stand three blocks side by side to form the bottom level.
- 2 Build the next level directly on top, turned 90° from the level below.
- 3 Keep alternating direction with each new level until all 54 blocks are used and the tower is complete.
- 4 The person who built the tower takes the first turn.

How to Play

- 1 On your turn, choose and remove any one block from the tower — except from the very top completed level.
- 2 You may only use one hand to do this.
- 3 Once removed, place that block on top of the tower to start or continue building the next level.
- 4 Each new level must be started before another block can be taken from it.
- 5 If you nudge another block out of place while playing, put it back before removing your own.
- 6 Play passes to the next person, and so on, until the tower falls.

Tip: Tap each block gently first to find one with a bit of give before committing to pull it — a block that won't budge is a sign to try a different one.

Winning the Game

If the tower collapses on your turn — or a block falls before the next player has touched the tower, or within 10 seconds of you letting go — you lose. The last player to successfully complete their move without the tower falling wins. The player who brings the tower down gets the honour of rebuilding it for the next game, and plays first.

A Few Strategy Tips for Beginners

- **Test before you pull.** A gentle push from either side tells you whether a block will slide free easily.
- **Go for the middle of the middle levels first.** Blocks lower down bear more weight and are riskier to remove.
- **Watch your opponents' choices.** Which blocks they avoid tells you where the tower is already under strain.
- **Slow and steady wins more than speed.** There's no time limit — rushing is how towers fall.

Fun Variations

- **One-Handed, Eyes Closed.** For an extra challenge, close your eyes while removing your block.
- **Truth or Dare Jenga.** Write a forfeit or question on each block beforehand — whoever pulls it has to do it.
- **Team Jenga.** Split into two teams and alternate turns, with teammates allowed to whisper advice (but not touch the tower).

***Did you know?** At the time of writing, the tallest Jenga tower ever built before collapsing reached an incredible 40■ levels.*

Frequently Asked Questions

How many blocks does Jenga use?

A standard set — including our giant version — uses 54 wooden blocks.

How many players can play Jenga?

Two or more. It works well as a head-to-head game or as a bigger group activity where everyone takes turns.

Can you use two hands to remove a block?

No — the rules call for one hand only when removing and placing a block.

What happens if I make another block wobble?

As long as it doesn't fall, put it back in position before removing your own chosen block.

Is there a time limit on each turn?

No official time limit, though for a party crowd a friendly "count of 10" is a fun house rule to keep things moving.