

Giant Ker-Plunk

Official Rules Guide — Premier Disco Giant Games

2+ Players (or teams)	1.2m Tower height	2-10 min Average game	8+ Recommended age
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About the Game

Not quite tabletop-sized any more — Giant Ker-Plunk brings the classic straw-and-marbles tension game up to 1.2m tall. One of our most popular hires for exactly that reason: it's nerve-wracking, hilarious, and completely intuitive.

Object of the Game

To have the fewest balls collected once all the straws have been removed from the tower.

How to Play

- 1 Each player takes a turn removing one straw from the tower, trying to cause as few balls as possible to fall.
- 2 After removing a straw, collect any fallen balls and keep them separate from your opponents'.
- 3 Play moves to the next player clockwise.
- 4 Continue until all the straws have been removed.

Tip: Look for straws with the least resistance before pulling — a straw that wobbles freely is usually safer than one wedged tight.

Winning the Game

The player (or team) with the fewest balls once every straw has been removed wins. The losing player gets the honour of rebuilding the tower for the next game.

A Few Strategy Tips

- **Pull slowly and steadily.** A sudden yank disturbs more balls than a smooth, gentle pull.
- **Go for the edges first if unsure.** Straws near the outer edge often support less weight than central ones.
- **Watch how the tower shifts.** Each removed straw changes the balance — reassess before your next turn.

Frequently Asked Questions

How many players can play Ker-Plunk?

Two or more, individually or in teams — it works well either way.

How tall is the giant version?

The tower stands 1.2m tall.

How long does a game take?

Typically 2 to 10 minutes, depending on how the straws fall.

How do you win?

Whoever has collected the fewest balls once all straws are removed wins.