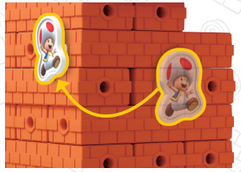
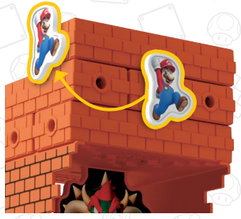
3. Climb

Move your character peg up to the required layer, and insert it into a hole on any side of the tower. Wait for about 5 seconds. If the tower falls, you must return **x10** to the pile, and the game is over!



- Your character must climb all the required layers at once.
- If your opponents' character pegs are in the only holes you could climb to, don't move your character peg. Carry out the rest of your turn as normal.
- If your spin would take your character peg to the same level as Bowser or higher, insert your peg into any vacant hole on the layer directly below him instead, and end your turn. Then, on your next turn, you'll battle Bowser! (See **BATTLING BOWSER**.)
- If your character peg reaches the highest layer before anyone else's (it doesn't need to be a completed layer), collect **x10**! You can then stack blocks as normal, but you can only climb if there are enough layers above you to do so by exact count.



4. End your turn

Once you've stacked blocks (if any), performed any special-item actions, and climbed (if necessary), it's the next player's turn.

BATTLING BOWSER

To defeat Bowser, you must spin "Climb 3" or "Climb 4"—you can't move above Bowser or stack any more blocks until you've done this. Once you've spun "Climb 3" or "Climb 4," move to the layer directly above Bowser and collect a coin bonus for defeating him! (See **BOWSER BONUS**.) Opponents can't move your peg below Bowser after you've defeated him.

Did you spin ? or REVERSE PLAY while battling Bowser? You can still collect coins, and play will switch direction as normal at the end of your turn!

BOWSER BONUS

First Player (to defeat Bowser)	Collect x5
Second Player	Collect x4
Third Player	Collect x3
Fourth Player	Collect x1

WIN!

The player who caused the tower to fall must return x10. The player with the highest character receives **x5**. But if that player made the tower fall, the second-highest character collects **x5** instead. All players then add up their coins. The player with the most coins wins!

Retain this information for future reference.
TM & © 2020 Nintendo. All Rights Reserved.
JENGA® is a registered trademark of Pokonobe Associates. © 2020 Pokonobe Associates.
Used under license from Pokonobe Associates. All Rights Reserved. TM & ® denote U.S. Trademarks.
®* and/or TM* & © 2020 Hasbro, Pawtucket, RI 02861-1059 USA. TM & ® denote U.S. Trademarks.

Consumer contact:
US/Canada: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02861-1059 USA.
TEL. 1-800-255-5516.
Australia consumer service: auconsumercare@ap.hasbro.com
New Zealand consumer service: nzconsumercare@hasbro.com

PARENTS: HASBROGAMING.COM

Hasbro Gaming

Jenga®

AGES 8+ | 2-4 PLAYERS

E9487

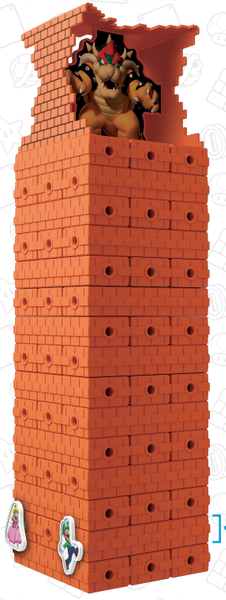
SUPER MARIO™

CONTENTS:

45 plastic Jenga® blocks • stacking sleeve • 4 character pegs • 4 character cards • spinner (with plastic arrow and base) • Bowser™ figure • 34 cardboard coins (26 Gold Coins, 8 Five Coins)

BATTLE TO THE TOP!

Race up the tower as Mario, Luigi, Peach, or Toad. Collect coins by stacking blocks, stealing from other players, and defeating Bowser! But watch out—if the tower falls on your turn, you'll lose coins and end the game! The player with the most coins when the tower falls wins.



SET UP

The first time you play, assemble the spinner by pushing the plastic arrow through the spinner card and snapping the arrow into the base. Punch out the coins from their cardboard frame.

1. Set up the tower

Turn the blocks over so that the Jenga® logos are faceup, then mix them up.

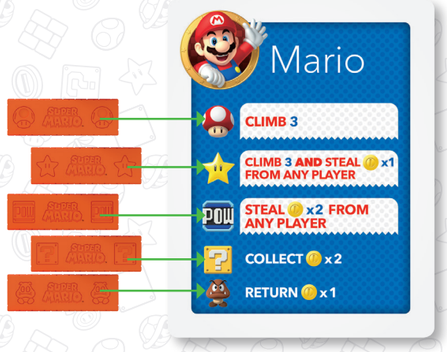
Randomly place three blocks per layer, alternating direction by layer. Place Bowser at the top of the tower. Use the stacking sleeve if necessary. Place the stacking sleeve where all players can see it.

2. Choose your character peg.

Insert your peg anywhere in the second layer at the base of the tower.

3. Take your character's card.

As you play, refer to this card when you remove blocks with the following special-item symbols: , , , , and .



4. Each player takes

1 Five Coin (Worth 5 coins)

Place the rest of the Five Coins and the (Gold Coins) in a pile next to the tower.

PLAY!

The youngest player goes first, and play moves to the left.

ON YOUR TURN

1. Spin

The spinner determines **four** things:

How many blocks you must remove and stack (0, 1, or 2).

If you collect **x2** from the pile.

How many layers your character must climb (0, 1, 2, 3, or 4).

If play continues in the opposite direction after your turn.

STEPS 2 & 3 CAN BE PERFORMED IN ANY ORDER.

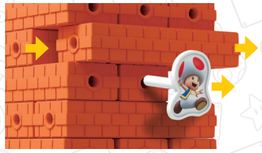
2. Stack

Use one hand to remove a block from anywhere below the highest completed layer. You can touch the blocks to see if any are loose. Make note of any items on the removed block (see **SPECIAL ITEMS**), then stack it above Bowser. (Always complete a layer before starting a new one.) Wait for about 5 seconds.

If the tower falls, you must return **x10** to the pile, and the game is over!

If the tower does not fall, refer to your character card and perform any special-item actions from the block you stacked. Then, if you spun "Stack 2 Blocks," stack your second block and refer to your card again to perform any additional actions.

- You can't stack a block that an opponent's character peg is in.
- If your own character peg is in the block that you want to stack, either choose a different block to stack or move your peg up before stacking.
- You may knock an opponent's character peg out of a hole while you're removing and stacking a different block. If you do, move their peg down a layer to any vacant hole and steal **x1** from them!
- Your character peg can't move down lower than the second layer of the tower.



SPECIAL ITEMS

Remember to check any removed blocks for items.

Collect x2 from the pile.

Return x1 to the pile.

Refer to your character card and perform any required actions.

Note: *Even if the required action is, for example, "Climb 2," you would still perform Step 3 as well!*