

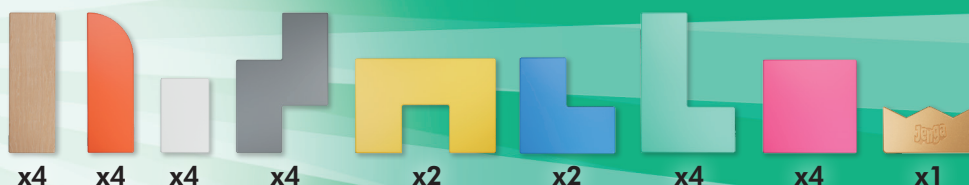
Jenga[®] MAKER

8+

F4528
2-6

CONTENTS

28 wooden blocks • wooden crown • 200 Jenga[®] Maker cards



OBJECT

In Jenga Maker, teams race to build objects blindly. One teammate describes how to assemble an object from a card image, and the others rush to assemble it and crown their creation! But watch out—if you build an object wrong, your team loses the round! The first team to crown three builds, wins!

GET READY

1. Pile the blocks in the center of play so that all players can reach them. The more chaotic the pile, the better.
2. Remove the crown from the pile and place it evenly between both teams.
3. Divide into two even teams. Each team decides who will be the Director and who will be a Maker for the first round. (If you have more than two players per team, there can be multiple Makers per team but only one Director.)
4. There are two sets of cards, beginner (green) and expert (red). Choose which difficulty you'd like to play.
5. Shuffle the deck and place it with the images facing down.
6. Each team's Director draws a card, but doesn't look at it yet!



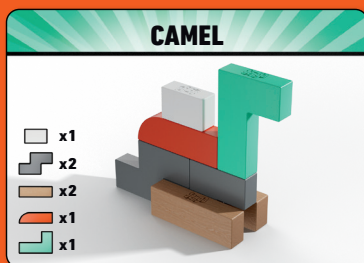
LET'S PLAY

Each round of the game, teams race to correctly build the object on their card!

Both teams, follow these steps at the same time each round:

If you're the Director

1. Count down "3, 2, 1, GO!" and then flip over your card. Don't let anyone else see what's on the card!
2. Describe how to build the object shown. You can say whatever you want, but no gesturing allowed.



Each card includes an image and name of the assembled object. You cannot tell your teammates the name of the object until the round is over. You can convey the object to your Makers by describing block shapes, colors, and counts. Just remember: no pointing!

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3. When you think you have completed the build, shout "Crown" signaling your Maker to grab the crown and place it on the build.

If you're a Maker

1. Do your best to follow your Director's instructions. Be quick, and feel free to ask your Director questions if you don't understand what they're saying.
2. When you think you have completed the build, reach for the crown and place it anywhere on your creation without toppling it! (If any pieces fall off you must place the crown back between both teams before you fix your creation.)
3. Once the crown has successfully been placed – play is paused for the other team to inspect your card and creation. If it is found to be incorrect the other team is awarded a point, if it is correct you will get the point.

That's the end of the round. Teammates switch roles so each team has a new Director and new Makers. Put the blocks back in the middle and play again!

For added fun: Try and guess the build at the end of the round without looking at the card!

HOW TO WIN

The first team to complete and crown three builds wins the game!



OTHER WAYS TO PLAY

2 PLAYER MODE

In this mode, play head-to-head as Makers only.

1. Both players draw a card from the expert deck. Don't look at it yet!
2. Flip your cards over at the same time and start building.
3. When your build is finished, grab the crown and place it anywhere on your build without toppling it.
4. Pause play while the other player inspects the crowned build to make sure it matches the card.
5. If it's incorrect, that player loses the round and their opponent gets the point. If it's correct, that player gets a point. Start a new round. The first player to 3 points wins!

3 PLAYER MODE

If you want to play with three players, follow the same directions as 2 Player Mode but play in brackets. Two players face off against each other while the remaining player acts as a judge and you rotate who is the judge each bracket. Play until one player has more wins than the others.

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