

Jenga House Rules : Multi-pull (MP)

It's basically Jenga, but you can pull as many blocks as possible (within reason) and build wide. Taking multiple pieces speeds things up but building wide makes those plays difficult. For every multiple of 3 pieces placed atop a tower by the same player in the same turn, they give or take an extra turn. Use extra turns to set up obstructive non original layers or a ruined structure. Be sure to watch what a player can do: catching, lifting, shifting and twisting the tower devastates it for the next player.

This is a two player game. One player "Pulls" and the other is "Passive", then those roles switch once completing the turn phase. Roles may be referred to as Pull and Pass for short. *Turn phases may be referred to by their number. **Ex:** (3)Clean or (3) refers to the Turn Phase, while "clean" generally refers to a uniformity or quality of the tower.

Turn Phase:

1. Survey.

Pulling player assesses the tower making various contact with one hand at a time only. Example: Poking, lifting, twisting and nudging blocks to feel out easy pieces. When a piece becomes one third eject or more: the player must begin to commit, or return the piece to its place within & below "One Third Exposure" (OTE). A player may align multiple blocks within single handed finger reach *at least your pinky making contact with the lowest piece. Each aligned piece within reach must have less than OTE from the top or sides before choosing one and committing to all of their removal.

2. Commitment.

This phase begins when Pull begins removing a piece beyond OTE. Not all committed pieces need to be removed. If a piece falls and touches the table: this is a drop piece (it is not dropped if caught by the tower, nor does it need to be cleaned up). During the commitment phase, a drop piece ends the phase as soon as contact (as extended by contact with a piece) with the tower is broken. 4 or more drops per Turn Phase and the responsible player may lose in "Bad Faith". This is also the only phase the Pull may, with brick exposure of $\frac{1}{3}$ or greater lengthwise thirds, establish a new: "Non Original Layer" (NOL). Multiple NOLs may be declared in the same commitment phase. If not declared, NOL-able pieces must be cleaned.

3. Clean

Players with pieces may add them to the topmost layers. Pull builds first. Then Pull ensures all pieces are within OTE, after which Passive may build. Pull must build with at least one piece. Players may have less than 3 pieces claimed & must build when obtained: every multiple of 3 pieces possible. For every multiple of 3 blocks used by a player to build in the same Turn Phase: that player gives or receives an extra turn. Only the very next turn needs to be declared, but a next turn must be used if possible (one at a time until all players run out). Cleaning & Settling Phases are for returning pieces to the tower, not setting up future exposures or otherwise compromising the tower. If seen: consider it disrespectful play & warn of "Bad Faith".

4. Settle.

The tower should be stable or in a rhythm sway. Pull may twist, lift, etcetera until all pieces are within less than OTE. Pass must point out any dirty layers within the nearest OTE or layers that aren't otherwise clean. Clean pieces can't be (1) surveyed during (4) settling. Players may agree on a tower that has criss-crossing layers, mirrored (parallel) layers and naturally occurring (from free fall & not cleaned) debris, even vertical or hanging pieces that would otherwise appear committed.

5. Next turn.

Until the next player makes contact with the tower and if seconds have passed: both players may be Passive. Both players lose if the tower falls during (5) this time. This shouldn't happen often and the upcoming Pull is assumed to be in Survey as soon as able & for clarity must say "wait" or "whoa" etc after agreeing the tower is settled to make sure "Next Turn" phase is clear. Both players may catch & at this time only (5) with single handed contact (SHC), a player may win if they made the best attempt to save the tower (See:

Win state:

Pull loses when the tower falls, assuming no **Disruption**. **Ex:** table shaking (tilt), breathing, gesturing, dust from a chandelier or similar object, bantering etc. If a Disrupted tower falls, all players may catch but if not it's only a loss for the Disrupting player.

Build Tower:

Add a / all pieces 90 degrees to the layer under it, 54 pieces into 18 stacks high & uniformly 3x3 before beginning the game. Layer 1 is the bottom most, layer 18+ are topmost. During a commitment phase a new NOL may be declared: The layer directly beneath any topmost NOL may be built into and only that layer at a time, within its dimensions so long as it fits within at least OTE of a block in that specific layer. There may be multiple layer 1 due to NOLs.

Playing:

With one hand and no tools make contact with the tower to (1) survey & remove blocks (2) committing to a piece, and when ready, set them atop the tower (3). A tower may be caught by either player and that player may **twist, base shift** or **lift** to resolve that **catch** & that player must (3) before normal play continues. Wait seconds without breathing on or undue surface contact with the tower (4) before the next turn begins (5,1).

Tower specific:

Two levels below any topmost layer cannot (1) or (2) or be solely **split**, but may be affected by a **twist** or **lift**: even if a NOL **lift** results in a **catch** state. If lifting a tower, that same SHC with the tower must catch and neither part of the **split** may **crumble**.

The bottom most 2 layers may be safely cleaned (3) and not considered **dropped** in case of **lift, chop** or **catch** ONLY if a total of 4 blocks or less are either left behind or compose the next newest bottom most layers. **Ex:** Layer 3 has a single block and layer 4 has 3, layers 1 & 2 may have six blocks during that layer 3 lift, but as that single layer 3 piece becomes layer 1, the left behind layer 1 and 2 may be cleaned without a turn phase bonus or being dropped.

Ex: Layers 1-3 have a single piece, and layer 4 has 3. The tower may be lifted at layer 4 and layers 1-3 may be cleaned up.

In case of lifting or placing a tower from its base in any context: the tower must be placed onto or directly beside (its base) making contact with the prior tower (4 faces or sides to a non-NOL tower). Should any part of the split crumble, Pull or catching player loses.

Further Glossary:

Bad Faith: Players are assumed to be in “good faith”. When a player refuses to play, win or lose, it’s a Bad Faith win or loss. This should be avoided but is a necessary penalty for outrageous circumstances and ending a game before running out of time (generally Jenga isn’t timed).

Ex: Pull can’t secure a settled tower due to an unstable sway resulting in multiple drop pieces during (4), or if Pull catches a crumble dropping 1 or more blocks and twists the tower back into place : Pass may refuse to continue and win in bad faith.

Base Shift: To pull/push the entire tower weighed on/with a piece, often bottom most. Base shifting may be (1) until it’s not, and may be used in (3),(4) and in addition to catch or lift etc.

Ex: Layer 2, middle block held with finger and thumb is slid to a far third of layer 1, likely dropping a piece (forcing and almost completing (2)). Now the tower is aligned on top of an off center “one third” of layer 1.

This may make a NOL out of layer 1, and the base shifting tower may be pushed onto an appropriate (directly beside a tower’s face) drop piece.

Build: Placing or tiering on the topmost layer or below the immediate bottom-most NOL. A split or minor flip must be built in whole, not in smaller sections. A split may be placed at the edge of a table then that split pushed to the original tower face before completing the lift if it helps. A lower level combo may collect multiple non-bonus turn phase blocks, these may be rearranged and built as normal but must include an equal amount of (removed) NOLs by the same 1 or 2 third exposure.

Catch/Hold/Lean: A player with one hand and or wrist & forearm secures the tower from falling or swaying. If a catch is successful with no drops, the game may not be declined. This can be a resting position during (1),(2),(3). Pass may catch a free-falling, crumbling, tearing tower (ONLY).

Ex: Pull during (1) survey reacts to a free-fall and tries to catch, Pass catches, stabilizes and cleans any drop, then Pull continues their surveying.

Chop: Using any speed with one whole hand to clear a layer. A fast chop might take a single piece. A slow wiggling of one's entire hand may drop a block while lifting the tower above, both of these are chops:

and may convert at any time to any legal play concerning its phase. That is an example of a **half chop** if the pull doesn't maintain contact of all blocks split for that phase.

If a chop takes out more than two layers, either player with one hand in play may clean those **Chop Dropped** blocks and build at the next most appropriate phase (resolving methods such as a Pull or Pass catch, lift or twist before (3)).

The topmost two of the original or "new tallest center" (imagine a tower in a "Y" shape, diverting with 2 NOLs) may not be crumpled during a chop. If a chop takes more than one third of the tower but the topmost two blocks reconnect to the bottom in catch or lift but not freefall, the player opposite decides if the game proceeds at the expense of the chopper.

If a **chop blows** out multiple layers but all topmost 2 layers free fall intact to a stable bottom, the risk must be rewarded and Pass can't decline further play as they can in case of a dirty chop-catch, chop-lift, etc.

A Chop generally may be negotiated as early as the beginning of a match in verbal agreement.

A player **struck** with a chopped block automatically claims it. They may verbally claim if dropped closer to them than Pull.

Clean & (3)Clean : (3) Straightening and returning blocks as much as possible back inside the tower. A tower is not clean if any pieces are out of the tower but within OTE. A NOL may be built on and cleaned to any settled ratio (one / two thirds or whole) possible within its NOL declared space (a NOL may not be declared during (3)(4)) and still be considered clean.

Control of / Uncontrolled Tower: This is about which player is assumed to be responsible if the tower falls, thus losing. Pull is always assumed to be in control of the tower. During (5) a tower may be temporarily uncontrolled. If Pass makes contact with the tower legally, to catch, lean, hold, ect, and they wholly fail to prevent the fall, they lose. This is to prevent blocking Pull. If Pass saves an unplayable tower well, they win. If Pull or Pass save the tower losing 4 or less pieces, they

Crumple/Crumble or Crum (Implosion): When 1 or more layers fall inward. If a resulting catch doesn't resolve a structurally stable(4) tower, the catching player loses. Upon the fluke that a tower loses 1 or more layers due to an implosion with no catch but stands, the player who is not responsible may win in Bad Faith. Pull or last contact via catch must (3). A chop may crum a tower beyond $\frac{2}{3}$ so long as all topmost 2 completed layers meet a stable bottom. If 2 or less pieces are dropped in a crum, the game may not be declined.

Dirty: A tower with any blocks exposed within (less than) OTE.

Disruption: Table shaking (tilt), breathing, gesturing, dust/particulate from a chandelier or similar object, bantering etc. If a Disrupted tower falls, it's open to all players to catch but is only a loss for the Disrupting player and it's specifically a Bad Faith loss. Pass catching and or claiming dropped pieces etc that may result in Pass being able to build during Pull's Turn Phase is Disruption.

Drop: If during any phase and during a catch, pieces falling from the tower and striking the table force the phase to proceed to (3) as soon as extended contact with the tower is broken. If Pass catches the tower and pieces drop, Pass must (3), before Pull Turn Phase continues. ANY dropped piece may be caught with SHC by either player. Lifting onto a dropped piece is legal and if done ultimately connecting to 1 of 4 faces of the original tower & A NOL may be declared. A player may keep up to 2 blocks obtained only from drops for as many turns as it takes for them to build with a total of 3 in hand, they must use all 3 during (3) & assign an extra turn. Continued & repeated in ***Safe/Claimed Blocks**.

Chop Drop: When one or more pieces layers drop during a chop and even if (3)(4) have not occurred: either player may with SHC: (3)clean dropped blocks and build when appropriate.

Bad Faith Drops: When one or more blocks drop during a Free-Fall or Crum Catch, If 4 or more drop during a tear, or if 2 or more drop during (4),(5), the player opposite may decline the game and Win in Bad Faith.

Extended Contact: Blocks moving by contact with other blocks.

3 Piece = Extra Turn Rule (Bonus Phase): However legally obtained in either role, a player building with three pieces may give themselves or the other player another immediate turn phase after this one. 6 pieces is 2 extra turn phases to give or take (in succession when giving two to the same player) and so on. If lifting from the third layer (or resolving a split) and there are only four pieces or less in layers from 1 to 4 combined, those few pieces may be (3)cleaned up and do not count as 3 for the extra turn rule. A player may keep up to 2 blocks obtained only from drops for as many turns as it takes for them to build with a total of 3 in hand, they must use all 3 during (3) & assign an extra turn. Bonus Phases must be given by the end of the turn they're gained.

Forearm: A legal body part for leverage or for the tower to lean on when caught, twisted, lifted. Also the relative distance a player's dormant hand ought to be from the tower. If both players attempt to catch and end up making forearm contact, should the tower then fall, both players lose. The double loss risk continues until the multiple catch scenario is resolved and Pull's turn phase resumes.

Free-fall: A situation when any layer(s) of the tower are dropping at once. Free-falls are generally a top heavy outward tipping over, not to be confused with imploding (crum) or tearing. Players may catch a freefall tower with SHC including wrist and the same forearm. The player

not responsible for a free-fall that is successfully caught with 1 or more dropped pieces may choose to win in bad faith. If a catch is successful with no drops, the game may not be declined.

Lift: When any or all of the tower is raised by one hand, lifted from the entirety of the blocks below and placed directly beside 1 of the 4 faces of the prior tower. A player may lift the entire tower in half, place it beside the tower on any side but must be touching before continuing the turn phase, lift the remaining tower and place it on top. The topmost 2 completed layers may not be solely lifted. Even if a drop does not occur: Lifting is a (1)survey action that, once completed, counts as (2)commitment so skip to (3)clean. It's like a twist and may occur during (1)(2)(3)(5) and catch. If lifting from layers 1-4 and there are only 4 pieces or less in any combination of layers from 1 to 4, those 4 or less pieces may be cleaned up(3) and do not count for the 3 Piece=Extra turn rule (they are pulled). This may be repeated per original face of the tower. Any NOL cleaned up by lower layer lifting must be rebuilt at the same exposure (up top or whatever legal).

Lower Lift Combo: Ex: Layers 1&2=4 blocks and (or), layers 3, 5, 7, 9 are single blocks. Lift from Layer 3, place on the east face. Without breaking contact, lift from what was layer 5 to the south face, 7 to the west, from 9 to a final spot to the north. Then (3)clean all 16-18 pieces to the north tower.

Lifting onto a dropped piece is legal and if done connecting to 1 of 4 faces of the original tower.

Minor Flip: Turning any part of the split upside down before it's placed or tiered. Must be tiered in full. May drop any number of blocks and unless due to free fall, crum or tearing, won't qualify a bad faith loss.

Ex: Pull splits at layer 15 (out of 18+1 block in 19) and places it upside down so that layer 19 becomes layer 1. This counts as skipping (2) and if done cleanly may skip from (1) to (4) as pull doesn't collect or clean.

Mirrored : When 1 or more layers are parallel breaking the 90 degree building rule, leading to mirrored layers due to an incomplete twist, base shift, lift, chop etc. Must be cleaned, but may be neglected until (3), if occurring on (4) must be cleaned to less than OTE. Mirrored layers are **dirty**.

Muti pull: Using multiple fingers to pinch, pluck, push, pull multiple pieces at once. Pieces outside SHC may be pulled via contact with a committed piece.

Non Original Layer (NOL) : A tower with a layer of 4+ is now treated as having 2 tops(separate yet connected 3x3 layers) that intersect within $\frac{1}{3}$ of a block at least. A NOL may be declared during (2)commitment only. Clean up proceeds to any settled ratio (one/two thirds or whole) possible. A NOL may be as small as a single piece an exact one third extended from its tops or bottoms, not length side. The layer directly beneath that multi top layer !ONLY! may be built into during (3) clean. This is to uphold any "top" layers potential to be 2+ layers and provoke limited options in building and **walking** the tower. Any NOL cleaned up by lower layer lifting must be rebuilt at the same exposure (up top or whatever legal).

One Third Exposure (OTE): When the length of a piece/block is removed from the base of its layer to one third of its length. OTE is Face dependent, meaning a piece may be on the edge of the tower, its top and bottom lengthwise sides exposed but the middle is still in the tower. As each end of that piece are on a different face, their OTEs are separate. It is up to the Passive player to call out accidental OTE. NOLs are only exposed in the context of their tower's center, whether it exists by any means.**Ex:** A piece from the original tower can't hide OTE commitments by nudging under a NOL.

Pull: A player going through that namesake role in the turn phase or a motion/force that slides a piece.

Poke: A limited or short force changing a pieces' position.

Pushup: A sliding force with an upwards directional application.

Roll: Turning a piece like a key. A rolled piece inside the tower without any exposure is "clean".

Safe/Claimed Blocks: If a block drops, it's open to either player's SHC to take it. If contact, even extended, is broken with a drop block, it's open to be stolen. A block may not be tugged, maintaining SHC till the next numbered phase is enough to claim a dropped piece, further SHC is no longer needed. A player may keep up to 2 blocks obtained only from drops for as many turns as it takes for them to build with a total of 3 in hand, they must use all 3 during (3) & assign an extra turn. Those blocks are safe from stealing. A lower lift combo may reveal up to 18 pieces but those splits are safe, any drops are solely up for grabs.

Seesaw: Rapid contact with a piece from 2 faces to poke it out. This may not be done with two hands but a player may switch given a forearm distance.

Shift: When a block is moved to fill a different ratio within the tower. Blocks may shift during a flip and minor flip. The top two most layers may shift during (3) and during any flip.

(Single Hand) Contact (SHC) & Range: A player may only adjust as many pieces as may make contact with their hand. If SHC is maintained with a drop piece for any whole part of a turn phase, SHC is no longer needed to claim them. When a pull successfully commits, those pieces removed from the tower with maintained contact are now in a new phase and may not be stolen as drops. Twist, lift, & base shift etc, are considered making contact with the bottom most layers affected only.

Ex: (1)Surveying layer 1 through 6 within OTE, decide not to commit, return all blocks within the tower cleanly, then choose to move on to surveying another distant layer.

Skipping Turn Phases: Base shifting may drop a block without entering (2) but counts as a successful phase. Splitting & minor flipping may not drop and be cleanly performed, skipping (2), (3).

Smash: See Bop.

Split: When a tower becomes 2 parts due to a lift. A tower may not be left split.

Spread: Many non committal NOLs. This is not to be confused with a dirty tower, but may be as structurally fraught.

Sway (Rhythmic): A tower may have multiple centers resulting in motion. This motion is acceptable if predictable and not causing drops out of (1),(2),(3). If causing drops during (4),(5), Pass may win in Bad Faith.

Tearing: When a Spread pulls itself apart or drops multiple pieces due to its width. This can be as obvious as a game ending freefall of half the walking tower, or as minor as two drop pieces that decimate a NOL. When a tower tears, fallen pieces are dropped, the player not in contact with the tower may decline the game if more that 4 pieces fall and win in Bad Faith. Tearing may be in the form of a crum or free-fall but is differentiated by not risking the original tower and but a smaller NOL. If a catch is successful with no drops, the game may not be declined.

Topmost & 2 Completed Layers: The topmost layer is being built upon, the two completed layers are directly beneath it. These may not be (1), split, or directly lifted.

Tier: Placing 2+ blocks on top of a layer.

Twist: Finding a centerpoint in or the tower in whole and rotating from that layer. While a twist affects the entire tower above, the layer of contact is the only one that matters considering SHC Range. A twist may be **dirty** but must be straightened to legal satisfaction under OTE, unless otherwise agreed upon by both players.

Walk: When a tower has become recentered by NOLs or lifting to resolve in any zone past its immediate base.

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