



AGES 6 to ADULT
1 or more players

DONKEY KONG™
COLLECTOR'S EDITION

Contents:

- 54 Donkey Kong™ hard wood Jenga® blocks
- Custom Donkey Kong Jenga spinner
- Traditional Jenga® and Custom Donkey Kong rules
- 4 Mario™ pieces and 1 Donkey Kong & Pauline piece
- Loading tray to assemble tower

TRADITIONAL GAME PLAY RULES:

Object:

Remove one block at a time from the tower, and then stack it on top. The last player to stack a block without making the tower fall wins the game!

Setup:

Carefully stand the loading tray upright, then remove it so the tower of blocks stands by itself. The Donkey Kong fan that built the tower goes first. Play passes to the left.

On your turn:

Carefully remove a block from anywhere BELOW the highest completed story. Use only one hand. Then stack the block on top of the tower at right angles to the blocks just below it.

Removing and stacking blocks:

- Remove and stack one block per turn. Remember, use only one hand (you can switch hands whenever you wish).

TRADITIONAL GAME PLAY RULES continued:

- As play proceeds and the weight of the tower shifts, some blocks become looser than others and are easier to remove. You can touch other blocks to find a loose one – but if you move a block out of place, you must put it back in place (using one hand only) before touching another block.
- While stacking, always complete a 3-block level before starting a higher one.
- Your turn ends 10 seconds after you stack your block – or as soon as the next player touches one.
- Keep removing and stacking blocks until someone makes the tower fall. A real pro can build a tower 36 stories high or more!

DONKEY KONG JENGA RULES:

Object:





Get your Mario to the top of the tower to save Pauline from Donkey Kong without making the tower fall.

Please read TRADITIONAL GAME PLAY RULES and then;

- Blocks are renamed girders.
- Choose your Mario and place him in a hole at the end of a girder of one of the three bottom girders. Place Donkey Kong and Pauline at the top of the tower. (Remember, when removing and stacking girders, you must also remove and replace Donkey Kong and Pauline. Donkey Kong and Pauline must always be on the highest girder.) Spin the spinner to begin play. The Donkey Kong fan that built the tower goes first. Play continues to the left. Remember, use only one hand (you can switch hands whenever you wish).

How the spinner works:

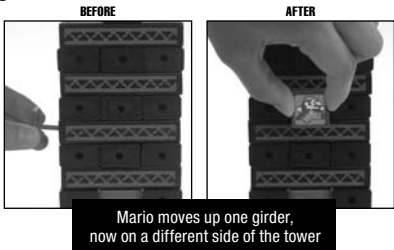
- The spinner is divided into four pink sections with three black sections each. The pink section determines how many girders to remove (1, 2, or none). The black section determines how many girders your Mario will climb. Removing girders and climbing the tower must be accomplished in the player's turn.

ICON	Number of girders Mario climbs up
	0
	1
	2
	3

DONKEY KONG JENGA RULES continued:

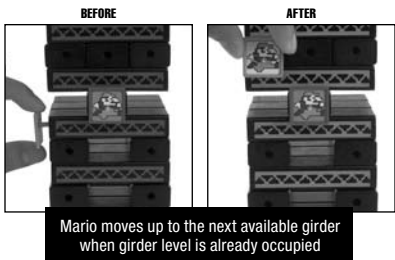
How Mario Climbs the Tower:

To move Mario up one girder, take your Mario piece out and place him in the girder above. To place him in the girder above, you'll have to move him to another side of the tower, either left or right. **Mario must always be standing on a girder.**



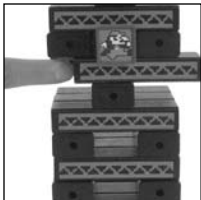
Fully Occupied Girder:

- Multiple Mario pieces can occupy the same girder or girder level. If there is no available girder to stand on (or there are other Mario pieces fully occupying the girder your Mario is moving to), you may skip that level and proceed to the level above the occupied row. Bonus for you!



DONKEY KONG JENGA RULES continued:

BEFORE



AFTER



Remove a girder Mario is standing on and he falls to the girder immediately below on the same side of the tower

Strategy tip:

- Remove a girder that another player's Mario is standing on and make your competitor fall to the girder immediately below on the same side of the tower.

Moving Donkey Kong and Pauline:

- When stacking girders on top of the tower, you must also remove and replace Donkey Kong and Pauline. Donkey Kong and Pauline must always be placed on top of the tower.

To win the game:

- The Mario that reaches the top and saves Pauline from Donkey Kong or is closest to the top when the tower falls wins the game. The player that makes the tower fall loses the game.



Donkey Kong and Pauline should always be at the top



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