

Game Concept: Jenga (sorta)

2 player competitive building & strategic dismantling game

Required components:

- ★ 30-40 total blocks per player, maybe less
 - The standard Jenga tower has 56 blocks (half is only 28)
- ★ Block types:
 - Standard rectangular blocks - different lengths or widths?
 - Wedge blocks or slanted pieces for instability
 - Connectors for stability - velcro, magnets, clips
 - Experimentation with different materials for blocks considering factors:
[weight, texture, functionality, form]
- ★ Potential Action Deck OR standard die with numbered blocks - die might not be the best choice due to instability.

Game Setup

1. Both players receives an identical set of blocks
2. Shuffle the hypothetical action deck
3. (We need to decide which player starts first)
4. Both players set up their opponents tower of equal height using only the standard blocks included with the game.
5. Players will then switch towers to ensure the structures were constructed fairly.

Objective

Players compete to have the longest standing tower. On your turn, you must remove specific blocks from your opponent's tower without causing it to collapse, while also reinforcing your own structure. The first person to cause their opponent's tower to collapse loses the game. Alternatively, the first person to remove all of their opponents blocks, safely, automatically wins.

Gameplay

Players take two actions during their turn, one defensive and one offensive:

1. Building Mechanic

- A player may add one block from your (supply*) to their own tower
 - Opportunity to limit building*

2. Dismantling Mechanic

- Players draw from action deck or roll dice to determine potential strategic moves
- They can then decide on how to use these action cards in removing a block from the opponent's tower
 - Designed actions are based on an either numeric or color coded system - may also consider integrated block types
- Players may only use one hand when removing a block
- Appropriate timing*
 - Experimentation needed to determine if a player should be timed during each offensive move*
- If a player causes their opponent's tower to collapse, they immediately lose the game

*Consider how removed blocks could then be added to the supply of the offensive player

Winning:

A player loses when:

- They cause their opponents tower to collapse

A player wins when:

- They remove all blocks from their opponent's tower successfully

Action Cards (Example Mechanics - Sample)

- Remove a wedge shaped block
 - Remove a (#3) block - might be better if using dice
 - Block Swap (swap two block in their tower) - opportunity for stability
 - Steal a block and add it to your own tower
 - Force opponent to skip building on their next turn
 - Force skip on opponent (in general)
 - Remove two blocks this turn
 - Add two blocks to your tower this turn
 - Something to do with available building materials
 - “Reinforce a players tower” via magnet, velcro, clips
 - Something to do with supply?
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Connectors?

- Experiment with block/tower anchoring
 - Once placed, can they be removed?
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Notes on testing

- Players might stack wedge pieces on top of each other, how will this impact the game?
- What will strategy look like? Placing risky pieces closer toward the bottom of your own tower or building higher?
- Consider how deck building mechanics play out, and experiment with player supply of building materials.
- Should players be timed?
- Does this have potential as a game for more than two players?