

[JENGA SOLO VARIANT]

Version 1.0 of the rules (Last Updated November 1, 2023):

The scoring mechanism for Spades is borrowed for this variant.

A player bids how many turns they can go before the tower topples. If a player fails to go at least the number of turns they bid, they score zero points.

If a player goes as many turns as the bid, they score 10 times the number of turns they bid, plus one point for each turn past that. For example, if a player bid 20 turns, and goes 25 turns, they score 205 points.

Another variant twist to this, which is optional is that, once a player goes at least the number of turns they bid, they need to decide whether or not to stop and bank the points. In this variant, if the tower topples, they score 0 points. If they stop, they score what they they bid times time, plus 5 points for each turn after that they played and the tower still stood.

This Geeklist below has a list of other Solo variants produced by Games Ninja Labs:

<https://boardgamegeek.com/geeklist/304828/solitaire-variants-multiplayer-games-games-ninja-l>