Speed Jenga

- An augmented version of Jenga using a digital scale as a timer for faster gameplay.

Requirements:
- Number of Players: (2-8 Players)
- Playing Time: (Approx. 3-5 minutes)
- Age: (8+)

Objective: To have the most remaining time when the tower falls.

Components:
- Speed Jenga digital scale (see build instructions on hackaday.io)
- Jenga block tower (or equivalent clone)
- An additional Jenga block to use as a 'pause block'.
- A Mac or Windows computer.

Setup:
- Download or Clone Speed Jena repository:
- Edit the speedjenga/config.py to indicate number of blocks being used. (e.g. 51)
- Plug in digital scale via USB and launch speedjenga/play.py in a terminal window.
- Follow Setup Prompt:
  - Enter Number of Players: **3**
  - Type each players to determine turn order.
    - $ Who is player 1?: **Zac**
    - $ Who is player 2?: **Andrew**
    - $ Who is player 3?: **Trent**
  - Remove all items from scale to tare
  - Add blocks to determine weight.
  - Press enter to Start!

How to Play:
- Players take turns pulling out blocks and placing them on the tower in the order determined during setup. Where not explicitly stated, standard Jenga rules apply.
- **Completing a Turn**:
  - A turn has *three* parts. Removing a block (timed), returning a block (not timed), and a stability test.
  - **(1) Removing a Block**:
    - Player time will decrease until a block is removed from the tower. A Successful removal will trigger a confirmation sound to indicate the player's time is paused.

- ○ **(2) Returning a block:**
  - ■ Next, while the clock is paused a player must return a block to the top most layer of the tower.
- ○ **(3) Stability Period:**
  - ■ Finally, once the block is successfully returned, the tower must remain standing for a timed stability period. The length of a stability period is determined by cumulative turn count. See table below:

Turns	Stability Seconds
1-14	1
15-29	2
30+	3

  - ■ After the stability period, a second confirmation sound will indicate the successful completion of a turn and the immediate start of the next player's turn.
- ● **Pause Blocks**
  - ○ A player can use a pause block to make a 'free' untimed move. Players can only use the pause block once during the game.
  - ○ **Using a pause block:**
    - ■ A pause block can be used anytime during part 1 of a turn to stop the clock. Once the clock is stopped a player can make an untimed move.
    - ■ After successfully removing a block the player will be prompted to remove the pause block and then continue part 2 of *completing a turn*.
- ● **Fischer Increment (Bonus Seconds):**
  - ○ After each turn a player time is incremented by 3 seconds.

How to Win:
- ● When the tower falls the player times of the last completed round are compared. The player with the most remaining time is the winner.