

SHAKE DOWN™

Stack 'Em Wide, Don't Let 'Em Slide!™

RULES

For 2 to 6 Players • Ages 7 to Adult

Game play: About 30 Minutes

Contents

ShakeDown™ Tower, 55 Cards, 1 TOP OFF Card

Object

Stack and balance Cards on the **ShakeDown** Tower, without causing Cards to slide off and tumble down.

Set-Up

- Insert the TOP OFF Card in the base (bottom) of the **ShakeDown** Tower. A spring mechanism holds Cards in place.
- Shuffle the rest of the Cards, and insert all of them into the **ShakeDown** Tower, about 20 Cards at a time.
- Place the filled **ShakeDown** Tower, right side up, in the middle of the playing area.

Play

- Decide who goes first. Take turns. On your turn:
 - LIFT the **ShakeDown** Tower and carefully slide a Card out from the base.
 - Set the Tower down on the playing surface. Look at the drawn Card to see if it is an **Action Card**.
 - If it IS NOT an **Action Card**: Place the Card on top of the Tower expanding the stack of cards wider.
 - If it IS an **Action Card**: Do what the **Action Card** tells you to do, and then place the **Action Card** on top of the Tower.
 - Steady! Don't cause already-stacked Cards to slide off and fall!
 - Collect and keep any Cards that fall during your turn.
 - When Cards slide off, keep playing! **ShakeDown** isn't over until the TOP OFF Card is played.
- Card stacking rules:
 - Stack Cards so each Card has at least two corners

hanging off the edge of the **ShakeDown** Tower or stack of Cards on top of the Tower. Make the Card stack grow big and wide!

- When stacked Cards balance for 5 seconds, that's a successful turn. If, after 5 seconds, any stacked Cards slide off before the next player touches the Tower, that next player collects the fallen Cards, not the player who just completed a turn successfully.
- If you accidentally draw more than one Card from the base, play them all, following directions on any **Action Cards** you draw.
- Players may not use Cards to push or move other Cards on the stack.
- Daring players take risks, stacking cards in almost-unstable positions or setting the Tower down in a hard-to-reach spot.

Scoring and Winning

After the TOP OFF Card is played, players count point values of fallen Cards they have collected. The player with the lowest **ShakeDown** score wins!

Tie-Breaker

Players with matching low scores take turns removing Cards from the stack on the **ShakeDown** Tower, one Card per turn. The first player to cause any Cards to slide off is the **ShakeDown** runner up.

Solo ShakeDown

Play **ShakeDown** alone for practice!



Patch Products desea recibir tus comentarios acerca de **ShakeDown**, incluidas las estrategias de juego que quieras compartir con otros jugadores. Envía tus comentarios por correo a: Patch Products Customer Service, 1400 E. Inman Pkwy, Beloit, WI 53511, o por correo electrónico a: patch@patchproducts.com.

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