

Shake Up – Game Instructions

English

FOR 2 TO 4 PLAYERS

AGES 7 THROUGH ADULT

Object of the game: Be the first player to get all 5 of your pawns up the Playing Surface levels to the top level and dropped through the Safe Zone Holes.

Set up the game: 5 pawns of one color per player should be placed on the first level of Playing Surface (on your 5 raised squares). To start game each player shakes a die to decide who starts (high roll starts). Play always moves to the left.

Start the play: Shake all 4 dice. Select and set aside the dice you wish to save. Shake the remaining dice again, selecting any additional dice you wish to save. If you desire, you may shake the remaining die or dice a third time, and use the best combination for your move. Each turn consists of 3 shakes, or less, at player's option.

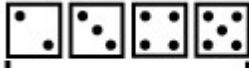
SHAKE THE DICE AND MOVE YOUR PAWNS UP THE STEPS ACCORDING TO RULES SHOWN BELOW.

IF YOU SHAKE A...

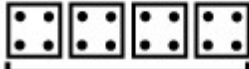
RUN OF FOUR

OR

4 OF A KIND



An Example of a Run of Four



An Example of 4 of a Kind

Move one of your pawns up one level. Then take another turn. should you wish to forego the taking of another turn, in exchange for the privilege of penalizing an opponent, move one of your opponents pawns down to the starting level, and pass dice to the next player.

SPECIAL ADVANTAGE: If on the **first** shake you roll either one of the above combinations, you can move your pawn up one level and also have the privilege of penalizing a player by moving one of your opponent's pawns to the starting level...and in addition, you may take another turn.

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IF YOU SHAKE A...

RUN OF THREE



An Example of a Run of Three

OR

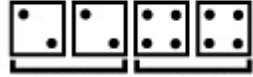
3 OF A KIND



An Example of 3 of a Kind

OR

2 PAIR



An Example of 2 Pair

Move one of your pawns up one level then pass dice to the next player.

IF YOU SHAKE ...

2 OF A KIND



An Example of 2 of a Kind

You may not move a pawn...pass dice to next player.

IF YOU SHAKE ...

NONE OF THE ABOVE COMBINATIONS

YOU RECEIVE A PENALTY. You must move your upper most pawn down to the starting level...then pass dice to next player.

The 2-Pawn Rule: You must have at least 2 pawns on the same level before you can move one of them up from that level to the next. The last pawn on the lowest level can be moved without applying the 2-Pawn Rule.

When you reach the top level, drop your pawn into a **Safe Zone Hole**. Once a pawn is in a **Safe Zone Hole** it cannot be penalized. **Be first to drop all five of your pawns into the Safe Zone Holes to win the game.**

IF YOU SHAKE A...

RUN OF FOUR OR 4 OF A KIND

Move one of your pawns up one level. Then take another turn. should you wish to forego the taking of another turn, in exchange for the privilege of penalizing an opponent, move

one of your opponents pawns down to the starting level, and pass dice to the next player.

SPECIAL ADVANTAGE: If on the first shake you roll either one of the above combinations, you can move your pawn up one level and also have the privilege of penalizing a player by moving one of your opponent's pawns to the starting level...and in addition, you may take another turn.

IF YOU SHAKE A...

RUN OF THREE OR 3 OF A KIND OR 2 PAIR

Move one of your pawns up one level then pass dice to the next player.

IF YOU SHAKE ...

2 OF A KIND

You may not move a pawn...pass dice to next player.

IF YOU SHAKE ...

NONE OF THE ABOVE COMBINATIONS

YOU RECEIVE A PENALTY. You must move your upper most pawn down to the starting level...then pass dice to next player.