**HOW TO PLAY:**

1. The game consists of 10 rounds. To begin a round, the scorekeeper says, “1, 2, 3, Go!” and all players roll their colored die at the same time (if all players roll the same number, everyone re-rolls).
2. Players that roll the same number score that number and are done for this round.
3. Arrange the remaining dice in a row from highest to lowest.
4. The player with the highest number goes first and has a choice.
   - Take the points on the die they rolled as their round score or...
   - Give up the points on the die for a chance to Shake.

If the player decides to take the points, their turn is over and the choice to Shake passes to the next player with the highest total score. The current round is over.

If the player chooses to Shake, all other players must score what they rolled because only one player may Shake per round. Let the risk taking begin!

**HOW TO SHAKE:**

A player choosing to Shake has given up the points gained by Shaking and your turn is over.

1. Take the current score. If so, score the points gained by Shaking and your turn is over.
2. Shake again to try and ADD on more points.
3. A player can continue Shaking for more points or "stop" and keep their score at anytime.
4. If the result of any Shake is all 6 dice showing the same number and are done for this round.
5. Every player gets a chance to Shake to try and add points to their final score! The normal “**HOW TO SHAKE**” rules apply.

After 10 rounds of play, all players compete in the All Shake round. The player with the highest total score goes first, then the next highest and so on. No one rolls their die in this round.

If two or more players are tied with the same total score after 10 rounds, these players must roll their colored dice to determine starting order for the All Shake round. Whoever rolls the highest number chooses the Shaking order of the tied players.

Every player gets a chance to Shake to try and add points to their final score! The normal “**HOW TO SHAKE**” rules apply.

Next, the player with the highest total score goes first, then the next highest and so on. The player now has a choice:

1. Take the points on the die they rolled as their round score or...
2. Give up the points on the die for a chance to Shake.

If the player decides to take the points, their turn is over and the choice to Shake passes to the next player with the highest total score. The current round is over.

If the player chooses to Shake, all other players must score what they rolled because only one player may Shake per round. Let the risk taking begin!

**WINNER:**

Points are totaled after the All Shake round and the game is over. The player with highest total score is the winner.

**HOW TO CLOSE THE CASE:**

Insert 6 Shake dice. Then, close the lid.