

# Shake-A-Word Instructions

## The Shake-A-Word Round

All Shake-A-Word players should start the game with a pen or pencil and some paper. The Shake-A-Word cube, filled with the Shake-A-Word dice and closed with the cover, is shaken to redistribute the letters. The Shake-A-Word dice are then settled so that they lie flat. You will need a timer set to 3 minutes to begin the round.

During the Shake-A-Word round, players try to find as many words as possible of three or more letters each and write them on their piece of paper (hiding them from other players). The words must only use a single letter on the board once (unless it appears twice- having more than one die with an "s" on it, for example), and all letters in the word must be connected on the Shake-A-Word board horizontally, vertically, or diagonally. Once the timer runs out, all players must put their pens/pencils down after finishing the one word they were writing.

## Shake-A-Word Scoring

After time is called, players take turns (in a clockwise circle) reading the words they wrote down. If another player or players have the same word, all players with that word must cross it out (ie. no points are to be gained). Only unique words receive points in Shake-A-Word.

If a player reads off a word which another player thinks may not be a word (because it isn't a real word, or is slang, etc.), you can either use a dictionary as the deciding factor or all players can vote on it. If it is decided that the word is not valid the player who read the word must subtract points equal to what they would have gained from the word. There is NO penalty for writing down an invalid word.

Players receive one point for each unique three or four letter word (that no other player wrote down). For words over four letters long, players receive one point plus one additional point for each letter over four. So, for example, a six letter word would be worth three points; one point for the first four letters and then two points for the fifth and sixth letters. Words less than three letters receive no points. Plural words ("game" versus "games") and words of different tenses ("play" versus "played") are all valid Shake-A-Word words individually.

Once all Shake-A-Word players read their words, they announce their scores to the group. Shake-A-Word can either be played round by round (ie. there's an individual winner for each Shake-A-Word round separate from other rounds), or a cumulative score can be kept to have one overall Shake-A-Word winner at the end of the game.