

EXAMPLE:



L-O-N-E-L-Y-O-U-R-S-L-I-D-E-R

LONELY, YOURS, SLIDER,
LONE, ON, ONE, YOUR, YOU,
OUR, OURS, SLIDE, SLID, LID

This player earned 13 points for the 13 words formed and an additional 10 points for having the longest word, the 6-letter word *lonely*.

4. Players place all the flip flops back in the bag and draw 15 new letters for the next round. Play continues until 5 rounds have been played.

THE WINNER!

The player with the most points at the end of 5 rounds is the winner.



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f r Kinder unter 3 Jahren.
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EI-2870

Ages 8 to Adult
2-4 Players

SURFSIDE SCRAMBLE™

Ride the word wave—flip, build, win!

FLIP letters,
BUILD words,
SCORE points!



WARNING:
CHOKING HAZARD—Small parts.
Not for children under three (3) years.



No lounging around on this beach! It's a flip-floppin' Surfside Scramble™ to make a continuous word chain. Catch the wave and score extra points for being first and having the longest word. It's totally radical word fun!



INCLUDES

- 4 Surfside game boards
- 60 Double-sided flip-flop letters
- Storage bag
- Score pad
- 2-Minute timer
- Guide



OBJECT OF THE GAME

Be the player with the highest score after 5 rounds of play, and win!

SETUP

Place all the flip flops in the storage bag. Give each player a game board. Choose a scorekeeper. The scorekeeper will keep score and control the timer. Each player randomly takes 15 flip flops from the bag. The scorekeeper says "Go," and turns over the timer.

HOW TO PLAY

1. Players race to arrange their flip flops on their game boards to form a connected word chain. Players may use either side of their flip flops. Each word must begin with a letter in the flip-flop line, end with another letter in the flip-flop line, and use all letters (in the exact order placed) in between.

Words must be at least 2 letters long. Proper nouns, abbreviations, and foreign-language words (unless they are commonly used in English) are not allowed.



G-I-R-A-F-F-E-N-D-R-A-I-N-S-O

CORRECT. All words connect to one another; for example, *giraffe* connects to *end*.



G-H-O-S-T-B-O-N-E-C-A-R-D-O-T

INCORRECT. The words *ghost* and *bone*, *bone* and *card* do not connect to one another. The words *card* and *dot* do connect to one another.

2. The round ends when one of the following happens:

- The timer runs out.
- A player uses all of his or her letters.

All players must then stop arranging flip flops on their game boards.

3. When the round ends, players take turns showing one another their word chains. Players count up the number of words each player has formed and determine who formed the longest word. The scorekeeper records the points on the score pad.
- Players earn 1 point for each word formed.
 - The player with the longest word earns an additional 10 points. If there is a tie, all tied players earn the additional points.
 - The player who finished first earns an extra 5 points.