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*.

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.
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.

**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.