



For 2 to 4 players
Ages 6 and up

BIG WAVE GAME

instructions

Object:

Be the first player to get all four of your Surf's Up surfers to finish.

Contents:

Game board, 16 surfboards (4 each of 4 different colors), label sheet, spinner card, spinner, wave, 2 wave stands.



Set Up:

Use the picture on the package back to help you during set up.

Open the game board and place it on a firm surface like a table or floor.

Put a stand on each end of the wave so that it can stand and place the wave on the "Wave starts here" space that's just below finish.

Each player takes 4 surfboards of the same color and places matching surfer labels on each one.



Each of the surfer labels goes on the different sized surfboards: from biggest to smallest: Tank, Geek, Cody, Chicken Joe.

Players place all 4 of their surfers on the start rectangle in any order. It doesn't even matter if all of your surfers are next to each other or not.

Assemble the spinner:

Separate the spinner from the collar and remove and discard the plastic nip. Press the collar completely into the spinner card from the bottom side. Snap the spinner into the top of the collar.

Playing:

The youngest player starts the game then play moves to the left (clockwise).

On your turn spin the spinner and move any of your surfers that many spaces up the game board towards the finish. Any number of surfers can be on a space at the same time.

If your surfer ends on a space where there's a surfer(s) from another player, you can capture it by placing your surfer on top of it so that it's hidden. But the other surfer must be smaller than yours. It can't be larger or the same size.



The next time you move that surfer, you also move whatever is under you. And as long as they can fit, you can have more than one surfer under you from the same or different players.

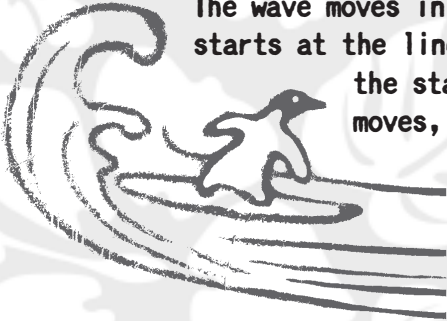
NOTE:

When a smaller surfer lands on a space where a larger surfer is, the larger surfer does not capture it. Capturing only happens when the larger one moves onto the space of a smaller one.



If all of your surfers are under other players, you miss your turns until one or more of them are free to be moved again. Sometimes it's possible that only one player can move. When that happens, that player continues spinning and moving until he either wins or lets the other surfers go at the wave (see below) or finish.

THE WAVE:



The wave moves in two directions, back and forth. It starts at the line just below finish and moves towards the start. When it reaches start, on its later moves, it moves towards finish again, one line at a time.

When you spin "wave", slide the wave to the next line **INSTEAD** of moving any of your surfers on that turn.

As the wave is moved, if there are any surfers in the way, they are pushed along, either forward or backward, depending upon which direction the wave is moving. Several surfers may now end up on the same space. No one gets captured by having a larger surfer slide - by the wave - onto their space.

A surfer may jump over the wave to finish its move, but he must then leave any of the surfers he has captured on that space. They are now free to move on their own on their next turn.

Winning:

When a surfer crosses the finish line, any other surfers that it has captured go back to start. They're now back in the game.

The first player to move all four of his surfers across the finish line wins. A player does not need to spin an exact number to get to finish.





Variations

FOR YOUNGER PLAYERS:

Do not use the capturing rule. Otherwise, play the same way, spinning and moving the surfers and the wave. The first player to get all four surfers into the finish area wins.

FOR A QUICKER GAME:

Players use all 4 of their surfers but only need to get 3 of them to finish to win.



We appreciate your comments on Surf's Up. Please send your correspondence to:

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