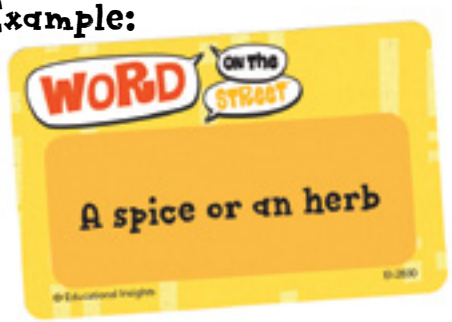
## Example:




**Team A**

**F** and **S** have already been captured by **Team A**




**Team B**

**D** and **K** have already been captured by **Team B**

### Team B selects the word PAPRIKA–

1. **P** is announced and moved one space.
2. **P** is announced again and moved one more space.
3. **R** is announced, moved one space, and is captured by **Team B**.
4. **K** is announced but not moved since it has already been captured.

## Quick-Play Variation

Playing in a classroom or other setting where time is limited? No problem! Simply set a time limit and if neither team has captured eight letter tiles by that time, the team that has captured the most letter tiles wins! If there is a tie, compare how many letter tiles each team has in the lane closest to their side of the street. Keep track of which team went first and finish the game with the other team so that both have an equal number of turns on the street.

## Family Variation for Younger Players

Word on the Street can be played with children under seven years of age, as long as they are on a team with at least one adult. Younger players can flip over category cards, be the timekeeper, and offer word suggestions. They can be part of the team and will learn how to master the game!

Tell us what you THINK! REVIEW this product at educationalinsights.com

More fun awaits!

#Educationalinsights

Illustration by Peter Donnelly
Game concept by Jack Degnan
Package & card design © Educational Insights, Gardena, CA (U.S.A.). All rights reserved.
Learning Resources Ltd., Bergen Way, King's Lynn, Norfolk, PE30 2JG, UK.
Please retain the package for future reference. Made in China.
**educationalinsights.com**

Hecho en China.
Fabriqué en Chine.
Made in China.

Conserva el envase para futuras consultas.
Veuillez conserver l'emballage.
Bitte Verpackung gut aufbewahren.

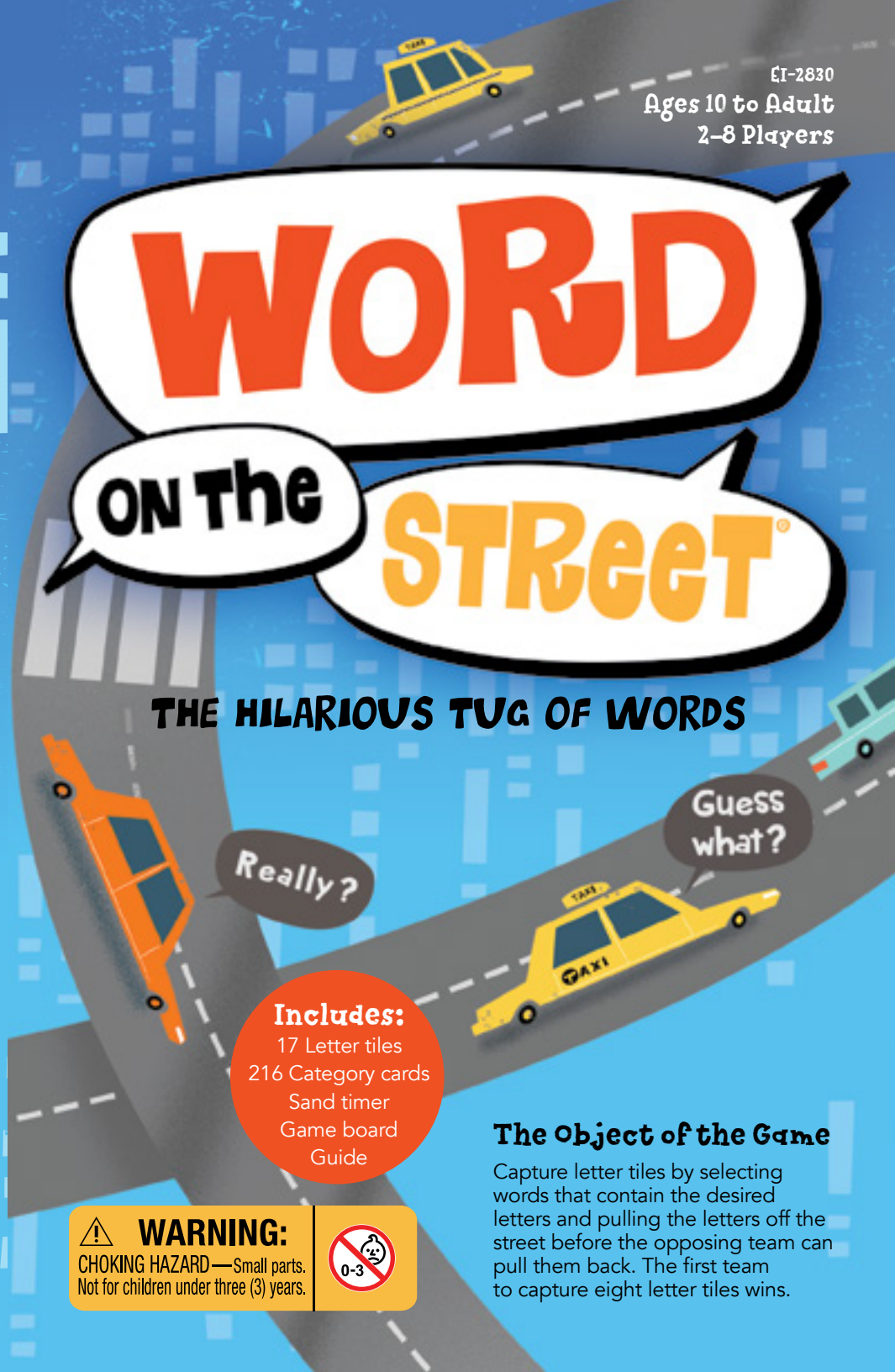
**ATENCIÓN:** PELIGRO DE ASFIXIA.
Piezas pequeñas. No se recomienda para menores de 3 años.
**ATTENTION:** RISQUE D'ÉTOUFFEMENT.
Petites pièces. Interdit aux enfants en dessous de 3 ans.
**ACHTUNG:** ERSTICKUNGSGEFAHR.
Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren.

Educational Insights®

EI-2830
Ages 10 to Adult
2–8 Players

# WORD ON THE STREET®

## THE HILARIOUS TUG OF WORDS




**Includes:**
17 Letter tiles
216 Category cards
Sand timer
Game board
Guide

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

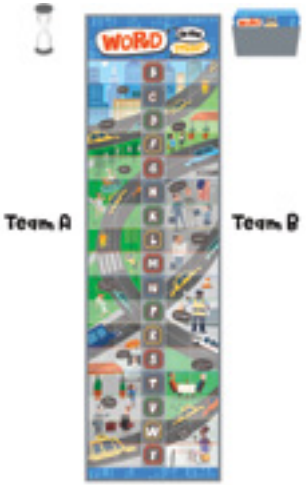
0-3

## The Object of the Game

Capture letter tiles by selecting words that contain the desired letters and pulling the letters off the street before the opposing team can pull them back. The first team to capture eight letter tiles wins.

## Setup

1. Divide the players into two teams.
2. Place the game board between the two teams, as shown on the right.
3. Place each letter tile on the corresponding letter in the middle of the game board.
4. Place the category cards in the card holder. Select which side of the category cards will be used for the game. Blue side cards are more challenging than the orange side.
5. Place the timer and the card tray at one end of the game board, within reach of both teams.
6. Determine which team will take the first turn.




## Playing the Game

Teams alternate taking turns "on the street" until one team has captured eight letter tiles. A turn on the street consists of the following five steps:

1. A player from the team on the street draws the first card from the card tray, places it on the table with the selected color facing up, and reads the category aloud. As the card is drawn, a player from the opposing team flips over the timer.
2. Players from the team on the street brainstorm words that fit the category printed on the category card. Team members may call out as many suggestions as they want, but must agree on one word that fits the category before time runs out. (See *Allowable Words*.)
3. Before the time runs out, one player from the team on the street moves the letter tiles for the selected word. A dictionary or other reference material may be used. (See *Moving the Tiles*.)
4. When the time runs out, a player from the opposing team says "Stop" and the team on the street must immediately stop moving letter tiles. That team's turn ends and the category card is placed in the back of the card tray.
5. The opposing team becomes the new team on the street and begins their turn with Step 1.

### Allowable Words

Word selections must be in the form of a single word. Any word in the English language is allowed, including words that are capitalized, such as the names of persons and places. Singular and plural forms of words are both allowed as long as the selected word fits the category named on the category card. For example, "sprinkles" would be allowed for the category card "An ice cream topping" because sprinkles are generally considered one topping. However, "chocolates" would not be allowed because it is commonly written as "chocolate" when listed as an ice cream topping. Only present tense forms of words may be used. For example, "play" would be allowed for the category card "Something people do at the park". However, the word "played" would not since it is in the past tense. Hyphenated and compound words are allowed because they are considered single words. For example, "sandbox" is allowed because it's a single word, but "sand dollar" is not allowed because it is two words.

### Challenging a Word Selection or Spelling

During the brainstorming phase of the game, players from either team are free to suggest any words they wish. After the time is up and the tiles have been moved, if the opposing team thinks that the team on the street has made an error in either spelling or word selection, they may raise a "challenge." A challenge may result in either the team on the street having to move tiles back or the team raising the challenge losing its next turn—so choose your challenges wisely.

**Spelling, hyphenated words, and compound word challenges:**

All players should work together to attempt to determine if the selection is a single word and is spelled correctly. If the dispute is not resolved by consensus, a dictionary or other reference may be used.

- If the spelling is found to be correct, the letter tiles remain in their new positions and the team raising the challenge loses their next turn.
- If the spelling is found to be incorrect, all tiles moved in error should return to their previous positions.
- If the selection is in fact two words rather than a compound word or a hyphenated word, then all letter tiles for that word are moved back to their previous positions.

### Word Selection Challenge

If the opposing team challenges a word selection, the team on the street must explain why they believe their selection fits the category on the card. If a majority of the players accept the explanation, the letter tiles remain in their new positions. If a majority of the players reject the explanation, all letter tiles for the word are returned to their previous positions. If there is a tie, the letter tiles for the word are returned to their previous positions and the team on the street restarts their turn with a new card.

## Moving the Tiles

Each letter tile is moved one space, toward the team on the street, for each time that letter appears in the selected word. See the example below.

- Member(s) of the team on the street spell the word aloud and the tiles are moved, in order, as the letters are announced.
- Only one player from the team on the street moves the letter tiles per turn.
- The opposing team is not allowed to move tiles.
- If a team moves a letter tile off the board on their side of the street, that team has captured that tile.

**Captured letter tiles never move back onto the street.**

- Teams may select words that include letters that have been captured, but the captured letter tiles are not moved.
- Captured letter tiles remain next to the board to show how many tiles each team has captured.