

JUMBO ZIP-IT™

2 Player
Game

JUMBO ZIP-IT™ is an extremely fast, 2 player game.
A round can take as little as 20 seconds!

HOW TO PLAY

Each player selects a zipper color and keeps a running score by moving their zipper on the pouch.

1. All JUMBO ZIP-IT™ games start with each player taking 12 cubes.
2. To START the game one of the players calls "GO!"
3. Each player proceeds to make a crossword grid using ANY SIDE of his/her own cubes.
4. Words can be any length, reading top to bottom, left to right ONLY.
5. As in most word games, proper nouns and abbreviations are NOT allowed.
6. The first player to complete a grid with no remaining cubes calls out "ZIP!" and moves his/her zipper 1 point.
7. If a player's grid includes a misspelling or a non-existent word, that player receives no points for the round and the opponent gains 1 point.
8. At the end of each round, mix all cubes and redistribute 12 cubes to each player.
9. The first player to reach 10 on the scoring pouch calls out "ZIP-IT!" and is the winner of that game.
10. Pull the zipper back to 0 and you're ready to go again!

Fun places to
play Jumbo Zip-It™

Classrooms • Game Nights
Picnics • Parties



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Additional Ways To Play

ONLY the player who first completes his/her grid receives bonus points.

RHYMING ZIP-IT®: Plays the same as standard JUMBO ZIP-IT™ except that players win 1 bonus point for each pair of rhyming words in a completed grid.

BIG WORD ZIP-IT®: Plays the same as standard JUMBO ZIP-IT™, but any 7 letter word wins 1 bonus point. An 8 letter word receives 2 bonus points. A 9 letter word receives 3 bonus points and so on...

PALINDROME ZIP-IT®: Plays the same as standard JUMBO ZIP-IT™ except that in a completed grid, each palindrome or semi-palindrome receives 2 bonus points.

A **PALINDROME** is a word that reads the same forwards and backwards, (noon, toot, mom, dad, kayak, etc.)

A **SEMI-PALINDROME** is a word in which letters form ONE word reading left to right, and a DIFFERENT word reading right to left, (rat/tar, dog/god, ton/not, live/evil, no/on, etc.)

Players can agree to amend the rules to suit the participants. For example, adults playing adults may agree that words must have at least 3 letters, while children are allowed to use 2 letter words.

Players can modify the rules to make JUMBO ZIP-IT™ more challenging. For example, players may agree before the game begins that all words belong to a particular category, such as nouns, sports, animals, etc.

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