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To accumulate the most tiles by the end of the game. The game is over when the Letter Getter is empty. In each round, the fastest player wins a tile and the highest ranking player wins a tile.

SETUP

- 1) All players sit in a circle so they can see the die, tiles and timer.
- 2) Shuffle the tiles. Place the green tiles into the left column and the yellow tiles into the right column of the Letter Getter.
- 3) The youngest player is the dealer for the first round.

back to reveal two letter tiles.

TO PLAY

1) The dealer rolls the die to determine a category for the round. The six categories are: Free Play, Adjectives, Natural Objects, Man-made Objects, Verbs and Famous People (see pages 5 and 6 for more about categories). The dealer slides the Letter Getter forward and

- 2) Everyone plays at the same time, trying to come up with valid words. To be valid for the round, I) Each word must be in the selected category and 2) Both letters must be contained within the word, with the green letter first and the yellow letter second.
- 3) The first player to shout out a valid word wins the green tile. When the word is recognized as valid by the group, the dealer turns over the 60 second timer. (Note: Leave the tile on the Letter Getter until the end of the round.)
- 4) All players have 60 seconds to come up with the highest ranking valid word for the round (see page 3 to review word ranking). Players call out their words during play, and keep track of their highest ranking words. At the end of the round, players review the words that were called and the player with the highest ranking word wins the yellow tile. If players have words of equal rank, the first player who called out their word is the winner. One player can win both tiles in the round if s/he calls out both the first and highest ranking words. One player can also win both tiles if the first valid word called out is also the highest ranking word in a round.
- 5) The tiles are distributed to the winners, and the Letter Getter is passed clockwise to the next dealer for another round. Play continues in this fashion until the Letter Getter is empty.
- 6) The player with the most tiles when the Letter Getter runs out is the WINNER! For a shorter game, play until one player collects 10 tiles.

WORD RANKING

To be considered a valid word, players must agree that the word belongs in the chosen category. For words that are in the proper category, here is the Smart Mouth ranking system:

Lower Rank: Letters in Order

Use both letters revealed by the Letter Getter anywhere in the word, with the green letter first and the yellow letter second. Within the lower rank, longer words have a higher rank than shorter words.

Higher Rank: Bookends

Bookends are words where the green tile is the first letter in the word and the yellow tile is the last letter in the word. A Bookends word always ranks higher than a Letters in Order word EVEN IF IT IS A SHORTER WORD. The longest word using Bookends ranks the highest and wins the tile.

See example round on the following page.

SANDWICH Letters used first & last,

SASH Letters used first & last

Letters in Order

AND longest word

MILKSHAKE

Letters used anywhere in the word, AND longest word

SHOE

Letters used anywhere in the word

EXAMPLE ROUND

- 1) The dealer rolls the category die, which establishes that the category for the round is "FREE".
- 2) The dealer slides the Letter Getter and the letters "R" and "T" are revealed.
- 3) Player one shouts, "gRaTe" (lower rank). Player one wins the green tile for being the first player to call out any word that fits the category.
- 4) The dealer flips the timer.
- 5) Player two shouts, "cReaTive" (also lower rank and a longer word than "gRaTe")
- 6) Player three shouts, "**RighT**" (higher rank this beats "**cReaTive**" even though it is a shorter word because it uses Bookends)
- 7) Player two shouts, "RadianT" (also higher rank and a longer word than "RighT")
- 8) The timer runs out and player two wins the yellow tile for calling out the highest ranking word, "RadianT," for the round.
- 9) Player one and player two both take their tiles from the Letter Getter

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CATEGORIES

For all categories EXCEPT for Famous People, players may only call out SINGLE IMPROPER WORDS – phrases, multiple words or proper nouns (names) are not allowed.



Adjective: If this category is rolled, players may call out any adjective. (An adjective is a word that describes a noun.) Examples: hot, sweet, round, big, happy, wonderful.



Famous People: If this category is rolled, players may call out the name of any famous person or character. Multiple words (I.E. first and last name) are allowed, as are proper nouns. To score a Bookend, a green letter tile must start the first name and a yellow letter tile must end the last name. At least one other player must recognize the famous person or the name does not count. Examples: Madonna, Fred Flintstone, Ghandi, Brad Pitt, Michael Jackson, Bill Clinton.



Verb: If this category is rolled, players may call out any verb. Verbs ending in "ed" or "ing" are allowed. (A verb is a word that conveys action). Examples: run, skip, handled, swimming, think.



Natural Objects: If this category is rolled, players may call out any object that is naturally occurring. Examples: cow, plant, flower, mountain, rock, wind.

CATEGORIES (continued)



Man-made Objects: If this category is rolled, players may call out any object that is man-made. Examples: house, car, computer, pen, locomotive.



Free Play: If this category is rolled, players may call out any single word. Examples: cat, robot, entrance, improvise,

VARIATIONS

Team Play: Divide into two teams and play Smart Mouth using the standard rules. When any player calls out a word, it counts for their team. Collect tiles as a team. The team with the most tiles when the Letter Getter runs out is the winner! This is a great way to play with a large group of people or to level the playing field when one or two players are younger than the rest of the group.

Word War: Grab some paper and pencils. Two tiles are released from the Letter Getter. Each player writes a list of as many words as they can think of using the two tiles as beginning and ending letters. For example, if the Letter Getter dispenses **B** and **A**, a list might include "BananA," "BandanA," "BonanzA," and "BalsA." The player with the longest list after 60 seconds wins.

FOR YOUNGER PLAYERS

Play Smart Mouth using the standard rules with one simple alteration; change the word ranking system to the following:

Lower Rank: Uses One Letter

Use either one of the letters revealed by the Letter Getter anywhere in the word. The longest word called out at this rank is the winner, unless another player calls out a word of the higher rank.

Higher Rank: Uses Both Letters

Use both letters revealed by the Letter Getter anywhere in the word. A word called out that uses both letters is of a higher rank, EVEN IF IT IS A SHORTER WORD! The longest word called out that uses both letters is the winner.

CLASSROOM ENRICHMENT

Use Smart Mouth as a fun, alternative teaching tool to build students' language skills and word recognition.

Use the basic rules we have provided. When students call out words, have them spell their answers aloud or write them down on a piece of paper. The student with the most correct words wins!

ABOUT THE INVENTOR

Toy and game inventors Ora & Theo Coster and their sons Boaz and Gideon (working under the name Theora Design), created this great word game. Theora Design has licensed over 100 different toy, game and puzzle concepts. Smart Mouth was first played with children while on an automobile trip. Needing a device to make 2 letter tiles appear, Ora drew inspiration from the nearly pre-historic credit card imprint machines that move back and forth. Theo constructed a prototype very similar in function to the finished design you have before you.

AM I MISSING LETTERS?

You're not going crazy...a few of the letters are missing from both the green and yellow tile sets. ThinkFun® and Theora Design discovered that game play came to a screeching halt when certain letters were included. So bye bye letters. The green tiles do not have an X or Z, and you won't find an F, I, I, Q, U, V, X or Z among the yellow tiles.

