

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.

adj. **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.

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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, thought, driven.

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.

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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.

Spelling

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!

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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, J, Q, U, V, X or Z among the yellow tiles.

ThinkFun
Everybody Plays®

SMART MOUTH

The quick-thinking, shout it out word game!

SHOE!

SANDWICH!

SASH!

INSTRUCTIONS

AGES
8 to adult
2 or More Players

New & Improved!

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