

SMART MOUTH: BASIC RULES

For 2 or more players
Ages 8 and up

CONTENTS:

1 Letter Getter

36 “START” letter tiles

36 “END” letter tiles

BEFORE YOU GET STARTED

Place letter tiles—one for each player—face down. Any color tile will do. Each player picks a tile. The player with the letter closest to **A** becomes the Dealer. The Dealer plays, too.

The Dealer shuffles each color set of 36 tiles and loads the two columns of tiles letter-side up into the Letter Getter.

HOW TO PLAY:

The Dealer operates the Letter Getter by sliding it back and forth. A pair of letters—one of each color—is released. The letter tile on the left represents the START of a single word. The letter tile on the right represents the END of the same word.

Individual players or teams try to think of a word that has at least five letters using the beginning and ending letters from the Letter Getter. For example, if the letters **M** and **C** are released, “Majestic” or “Magic” would be great answers. If **C** and **T** are released, you could say “Count” or “Current.”

The first player or team to shout out a correct answer collects both the tiles. (Shouting is not really necessary. You can speak your answer in a civilized tone if you prefer.)

But What If... What if two players shout out valid words at the same time? What if no one can come up with any word at all? What if there’s a dispute and things are getting nasty? In any of these situations, the Dealer throws both tiles into a Bonus Pile. The letters in the Bonus Pile are awarded to the next player who is first to call out a valid answer to the next challenge.

The winner is the person or team with the most letter tiles after all 36 pairs have been used.

ARE LETTERS MISSING?

The letters **F**, **I**, **J**, **U**, **V**, **X** and **Z** are missing from this game. After extensive testing, the game’s design team concluded that Smart Mouth is more fun for a general audience without these letters.