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MEGA MOUTH

THE GAME OF READING LIPS

AGES 8+

4-8

20

CONTENTS: 2 MEGA MOUTH MAGNIFIERS, 200 CARDS, 50 TOKENS, 2 CARD STANDS, 1 SAND TIMER

OBJECTIVE

BE THE FIRST TEAM TO COLLECT AT LEAST 21 SCORING TOKENS. YOU SCORE A TOKEN AFTER CORRECTLY GUESSING A WORD OR PHRASE BY WATCHING THE MAGNIFIED LIP MOVEMENTS OF YOUR TEAMMATES.



SET UP

- SPLIT INTO TWO TEAMS. THE TEAMS DO NOT NEED TO HAVE AN EQUAL NUMBER OF PLAYERS.
- TEAMMATES SHOULD SIT ACROSS FROM ONE ANOTHER, NOT NEXT TO EACH OTHER.
- EACH TEAM GETS A MEGA MOUTH MAGNIFIER AND A CARD STAND.
- SHUFFLE THE CARDS. PLACE THE DECK FACE DOWN IN THE CENTER OF THE TABLE.
- PLACE THE SCORING TOKENS IN A PILE IN THE CENTER OF THE TABLE.
- SANITIZE THE MEGA MOUTH MAGNIFIER BEFORE EACH GAME AND AFTER EACH TURN.
- THE TEAM WITH THE PERSON WHO CAN SAY "MMMMMMM" THE LONGEST WITHOUT TAKING A BREATH GOES FIRST.

HOW TO PLAY

- ON YOUR TEAM'S TURN, NOMINATE THE "MOUTHER," THE PLAYER WHO WILL MOUTH WORDS AND PHRASES ON A CARD. THE OTHER PLAYERS ON YOUR TEAM WILL BE THE "LIP READERS." TEAMMATES ALTERNATE ROLES EACH ROUND.
- IF YOU'RE THE MOUTHER, DRAW A CARD AND ANNOUNCE THE CATEGORY OUT LOUD.

Category →

MUSIC GENRES

1. ROCK AND ROLL
2. COUNTRY
3. HEAVY METAL
4. HIP-HOP
5. CLASSICAL
6. REGGAE
7. TECHNO

Answers →

- PLACE THE CARD IN THE CARD STAND SO THAT THE ANSWERS ARE FACING YOU AND NOT ANY OF YOUR TEAMMATES.
- HOLD YOUR MEGA MOUTH MAGNIFIER IN FRONT OF YOUR LIPS SO THAT YOUR TEAMMATES CAN SEE YOUR **MEGA MOUTH!**

- A PLAYER FROM THE OPPOSITE TEAM ACTS AS A SCOREKEEPER. THEY DO THE FOLLOWING:
 1. **FLIP THE 30 SECOND TIMER.**
 2. **KEEP TRACK OF HOW MANY ANSWERS THE LIP READERS GUESS CORRECTLY ON THE CARD.**
 3. **AWARD SCORING TOKENS FOR EVERY CORRECT ANSWER.**
- WHEN THE TIMER BEGINS, THE MOUTHER **SILENTLY** MOUTHS THE FIRST WORD OR PHRASE ON THE CARD. **DO NOT SAY THE WORDS OUT LOUD!**
- THE ONLY WORDS THE MOUTHER IS ALLOWED TO SAY ARE "YES" TO ACKNOWLEDGE WHEN THEIR TEAMMATES GET A CORRECT ANSWER, OR "PASS" TO SKIP AN ANSWER. *NOTE: IF YOU HAVE TIME, YOU CAN GO BACK TO A NUMBER YOU SKIPPED.
- THERE ARE SEVEN ANSWERS ON EACH CARD. THE MOUTHER CONTINUES DOWN THE LIST UNTIL THE TIME IS UP. THE LIP READERS HAVE 30 SECONDS TO GUESS AS MANY ANSWERS AS THEY CAN PER CARD.
- NO WORDS, BODY LANGUAGE, OR HAND GESTURES ARE ALLOWED. YOUR TEAM MUST **ONLY READ LIPS.**
- IF YOU'RE CAUGHT SPEAKING, YOU FORFEIT YOUR TEAM'S TURN AND NO TOKENS ARE AWARDED FOR THAT TURN.
- PLAY CONTINUES, ALTERNATING TURNS BETWEEN TEAMS.

WINNING

- THE GOAL IS TO COLLECT AT LEAST 21 SCORING TOKENS. PLAY ENDS WHEN BOTH TEAMS HAVE HAD AN EQUAL NUMBER OF TURNS.
 - IF THE **FIRST** TEAM TO PLAY HAS AT LEAST 21 SCORING TOKENS AT THE END OF THEIR TURN, THE SECOND TEAM HAS ONE MORE TURN TO TRY AND GET 21 (OR MORE) TOKENS. IF THE SECOND TEAM CAN'T MATCH OR EXCEED THE FIRST TEAM'S SCORE, THE FIRST TEAM WINS AND EARNS THE TITLE OF MEGA MOUTH MASTERS!
 - IF THE **SECOND** TEAM TO PLAY HAS AT LEAST 21 SCORING TOKENS (OR MORE) AT THE END OF THE FINAL ROUND, THEY WIN AND EARN THE TITLE OF MEGA MOUTH MASTERS!
- TIEBREAKER RULE: IF BOTH TEAMS HAVE AN EQUAL NUMBER OF TOKENS AFTER THE FINAL ROUND, EACH TEAM GETS ONE MORE TURN. THE TEAM WHO GUESSES THE MOST ANSWERS CORRECTLY IN THE TIEBREAKER ROUND, WINS THE GAME!

2-PLAYER RULE

IF THERE ARE ONLY TWO PEOPLE PLAYING, YOU MAY GO HEAD-TO-HEAD (OR MOUTH-TO-MOUTH). FOR THIS TYPE OF GAMEPLAY, ONE PERSON IS THE MOUTHER AND THE OTHER PERSON IS THE LIP READER.