

For 2-6 Players
Ages Teen to Adult

Model 3-138

MOTOR MOUTH™

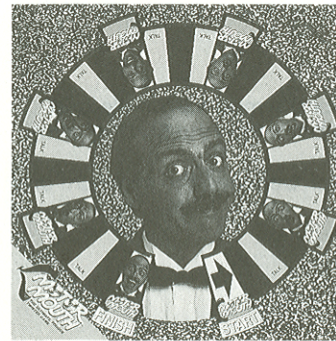
JOHN MOSCHITTA'S HILARIOUS TONGUE TWISTER GAME

RULES OF PLAY

OBJECT

To be the first player to travel from START to FINISH and survive the final MOTOR MOUTH round.

EQUIPMENT



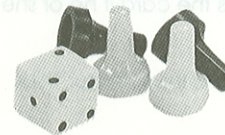
Gameboard



Motor Mouth Cards



Wind Up Timer



One Die and Playing Pieces



Lips

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John Moschitta and Mark Setteducati.
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SET UP

Open the game board. Each player chooses a pawn and places it on the START space. Place the deck of MOTOR MOUTH cards face down on the board where they can be reached easily by all players. Examine the timer. It's winder is on the bottom so players cannot see the amount of time remaining. During the game, players are often able to set the timer secretly at any setting between minimum (the 1st arrow to the right of the top) and maximum (a full turn clockwise). At the minimum setting the timer will run for about 10 seconds. At the maximum it will go for about 35 seconds. When the timer is wound, be sure that the large toggle switch on the top of the timer is in the OFF position. To start the game, wind the timer to the maximum setting. Now roll the die to determine who will go first. Play progresses clockwise around the table.

PLAY

The first player rolls the die and advances along the track to a **TALK**, **TALK OR PASS** or **MOTOR MOUTH** space. Players then do the following:

TALK

The player picks up the top MOTOR MOUTH card. Simultaneously, the timer is switched to ON. He or she reads the card out loud as quickly and clearly as possible. (Some stumbling and stuttering is unavoidable but players are expected to do their best to get through their tongue twister.) The timer is stopped the moment he or she is finished.

If successful, play passes to the left.

If the timer goes off before the player is finished, he or she must roll the die and move backwards the number rolled (but not further back than the START space).

He or she then secretly resets the timer at any location between the minimum and maximum settings. Play then continues clockwise.

TALK OR PASS

On this space, a player has the option of reading a card or passing a MOTOR MOUTH card to any player of his/her choice. The player may not look at the card before he or she decides and may strategically pass the card if he or she thinks the timer is about to go off. Thus:

- A. If the player whose turn it is chooses to talk, the rules for TALK apply (see above).
- B. If the player whose turn it is chooses to pass, he or she passes the card to any opponent. If that opponent successfully reads the card

before the timer goes off, the player who passed the card must roll and move back. Play continues clockwise.

- C. If the player whose turn it is chooses to pass the card to an opponent and that opponent does not finish reading the card before the timer goes off, the opponent must roll the die, move back and then secretly reset the timer. Play continues clockwise from the player who was forced to move backwards.



MOTOR MOUTH

If a player lands on a MOTOR MOUTH space, the timer is reset to the maximum position and all players get ready to play. The first player holds the red lips, starts the timer and reads a MOTOR MOUTH card. When he or she completes it, they quickly pass the lips to any other player, without stopping the timer. That player then draws a new MOTOR MOUTH card, reads it and then passes the lips to any other player. Play continues in this manner until the timer goes off. The player who gets stuck with the lips must then roll, move backwards the count of the die and secretly reset the timer. Play continues clockwise from that player.

WINNING THE GAME

When a player reaches FINISH (exact count is not necessary), a MOTOR MOUTH round is played. If the player on FINISH gets stuck when the timer runs out, he must roll the die, move backwards and secretly reset timer. The first player to be on FINISH and successfully survive a MOTOR MOUTH round is the winner.

STRATEGY NOTE

It is not always smart to set the timer at the minimum setting. Remember, the next player in sequence may land on TALK or PASS and you can find yourself as the reader with only a second or two to complete your tongue twister.

On MOTOR MOUTH rounds, when the timer is set at the maximum, the first readers will know they have plenty of time. They may want to read slowly, letting the timer wind down, and trying to give the lips to the "front runner" to cut down his/her lead.