



WARNING

CHOKING AND INJURY HAZARD- MOUTH OPENERS CAN BREAK INTO SMALL PARTS AND EXPOSE SHARP PLASTIC EDGES IF MISUSED BY CONSUMER

Not suitable for children under Age 8



2-10+ PLAYERS

AGES 8 AND UP

MOUTHPIECE CARE:

****WASH BEFORE USE****

****DO NOT SHARE WITHOUT WASHING****

- Hand wash with soap and hot water
- Boil for 3-5 minutes
- Dishwasher safe (Top rack or Utensil Tray only)

HOW TO PLAY:

1. Divide into teams of 2. If there is an odd number of players, there can be 1 team of 3.

2. Each team will take turns having 60 seconds to interpret as many phrases as possible.

3. On each team, one player is a READER and the other is an INTERPRETER.

The Reader that has gone the longest without brushing his or her teeth goes first.

4. The Reader places a Mouth Opener in his or her mouth. (Wash mouth opener before first use)

Here's how: Squeeze the U-shaped bar so the curved sides come closer together. Place the opener in your mouth with the U-shaped bar by your chin and your lips resting comfortably on each curved section.

5. When ready, the timer is flipped. The Reader draws a card and **reads the word or phrase** on the card to the Interpreter. The Interpreter must correctly guess and accurately repeat what the Reader is saying.

The Interpreter must state the phrase exactly as it is written on the card. Other teams reserve the right to see the card and verify accuracy.

6. One point is awarded for each correct interpretation.

WHEN INTERPRETING there are two ways to play. The group must choose one.

Gameplay Option 1 – LEGIT:

The Reader CANNOT GIVE HINTS of any type - only speaking the phrases and nodding "yes" and "no".

Gameplay Option 2 – OPEN SEASON :

The Reader may use general gestures, sounds, and other references. BUT, no drawing, writing, or illustrating allowed.

7. A team cannot "pass" on a card - unless it is a Bonus Card.

8. BONUS CARDS - these are more difficult and are worth 2 points. These are the only cards the Reader or Interpreter may pass on.

9. There are 4 rounds per game.

A round is complete when each team has gone once. After each round, the roles reverse - the Reader becomes the Interpreter and the Interpreter becomes the Reader.

10. The team with the most points after 4 rounds **WINS!** If there's a tie, keep playing rounds until one team has more points.

ALTERNATE WAY TO PLAY

Try opening the game up to include more people per turn! All players split into 2 teams and use the same rules as above. Now each team has one READER per turn and the rest of the team players are all INTERPRETERS!

There are no Rounds. When all players have taken equal turns as a Reader, the team with the most points WINS!

HAVE AN IDEA FOR A PHRASE?

Let's hear it! It's easy to submit.

Just visit the following link and let the ideas flow:

www.WYMGGame.com/community

If one of your phrases is chosen, we will also include your name (or whatever you put in the "credits" field) on the card. That's right! Your name will be on that card in every game distributed!

Share your experience and laughter!



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