

How to Play

1. Flip the top card so everyone can see it.
2. Each card will show two letters (example: A – T).
3. The word must start with the first letter and end with the second letter shown on the card.
4. Players may form any real word that meets this rule.
5. The first person or team to shout a valid word wins the round.
6. **No Three-Letter Words Allowed.** To keep the game challenging and fun, words must be at least 4 letters long. Any word that is only three letters will not count for a point, even if it correctly uses the letters on the card.

Example:

Letters: A – T

Valid answers:

- Aunt
- Airt
- Abut



Rules for Words:

- Must be a real word
- Must include both letters (start and end)
- Must be spoken clearly and first

Scoring

- 1 point per correct word
- Keep a running score to 21 points (or any target you choose)
- If replaying, used words cannot be repeated
- Optional: Long Word Bonus – 6+ letter words = 2 points

Winning the Game

- Ends when:
 - A set number of cards have been played (e.g., 20), or
 - A time limit is reached (e.g., 10 minutes)
- Highest point total = winner
- 🎉 Winner gets bragging rights and the Smarty Pants crown

The Aim of the Game

Smarty Pants is a fast-thinking word game designed to test speed, creativity, and vocabulary. Players or teams compete to be the quickest to create a valid word using the letters on each card. The player or team with the most points at the end wins the title of Ultimate Smarty Pants and bragging rights.

Setting Up

1. **Shuffle the deck and place it face down in the centre.**
2. **Decide whether you are playing:**
 - Individual mode, or
 - Team mode (2 teams only)
3. **Choose a person to flip the cards for each round.**

Game Variations

- **Quick Fire** – First correct word wins the round.
- **One-to-One Duel** – Two players, best of 10; loser does a fun forfeit.
- **Team Play** – Two teams confer quietly; one answer per round.
- **Silent Round** – No shouting; first written word wins.
- **Double Word** – Use letters from two cards for bonus points.
- **Wildcard Round** – Add a twist (rhyme, theme, or colour challenge).

Important Rules

- No phones, dictionaries, or cheating
- One person speaks at a time
- No spelling out loud before answering
- Respectful play only – no mocking or interrupting

The Smarty Pants Theme

- Cards and colours inspired by Smarties
- Track points with tokens or candy
- Playful, light-hearted, and competitive fun

Final Rule

Think fast.

Think smart.

Don't overthink it.