

# OUTBURST!

*the game of Verbal Explosions!*

**For 2 or more adults,  
in teams**

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OUTBURST Topic Cards in Box, Card Viewer, Score Card, 2 Scoring Glides, Timer, 6 Pass Chips, 10-Sided Die, 6-Sided die

Most people learn games from other people, not from the rules. But at some point somebody has to read the rules in order to figure out what's going on. Besides, the people you learn from rarely know what they're talking about!

## **RULES OF PLAY**

OUTBURST® is a game of topics. Each card has a TOPIC and 10 TARGET ANSWERS. Each card is printed on both sides, but only one side is played at a time.

OUTBURST is played in teams. No matter how many people are playing, divide the players into two teams. Teams should sit together (unless you've been serving chili!).

Because OUTBURST is fast-paced and addictive, things can get a little wild. In an effort to maintain some order, one player should be selected to also serve as the Master of Ceremonies (M.C.). (This is not one of those rules you should question... just do it!) The M.C. keeps things under control and maintains the playing order, topic selection, scoring, etc. This requires an authoritative person who happens to be honest (politicians need not apply!).

The basic concept is for you and your team to guess as many of the TARGET ANSWERS as possible. You receive one point for each TARGET ANSWER you guess correctly.

## PREPARING TO PLAY

- Remove all of the contents from the box.
- Divide players into 2 teams. It doesn't matter if one team has 1 more player than the other.
- Each team takes 3 PASSING CHIPS and 1 SCORING GLIDE.
- There are two scoring tracks on the score card – one for each team. Begin by attaching your SCORING GLIDE to the matching side of the score card, with the arrowhead on top; slide it to start.
- Unwrap the TOPIC Cards and set the box off to the side. The M.C. takes the Card Viewer and slides all 10 buttons away from the center of the Viewer so the markers don't show. This is the start position.
- One member of each team rolls the white 10-sided die. The 0 (zero) on this die corresponds to #10. The team with the highest roll starts first.

To avoid any misunderstandings, the M.C. must get the players' attention and read the following little speech:

### ATTENTION

THIS GAME IS UNFAIR!!!

IT IS POSSIBLE FOR THERE TO BE ADDITIONAL APPROPRIATE ANSWERS FOR MANY TOPICS. YOU MAY THINK OF ONE THAT IS NOT ON THE LIST. TOOOOO BAD!

YOUR GOAL IS TO MATCH THE TARGET ANSWERS ON THE CARD. YOU MAY HAVE A GOOD ANSWER, BUT IF IT'S NOT ON THE CARD, DEMS DA BERRIES!!!

## BEGINNING PLAY

The M.C. selects a TOPIC Card from the front of the box. Since the M.C. is also a PLAYER on one of the teams, it is important that there be no hint of cheating. (Who, me?) The M.C. does not attempt to read the answers (which are obscured anyway), or look at the TOPIC on the back of the card. The M.C. turns to the playing team and reads aloud the TOPIC printed at the top of the card, then asks, "Play It?" or "Pass It?" No more than 30 seconds should be given for reaching this decision.

## PLAYING IT

Let's assume your team likes the TOPIC read by the M.C. and elects to "Play It." The M.C. hands the TOPIC card and the Card Viewer to a member of the opposing team who will serve as the Scorekeeper.

A member from the opposing team places the TOPIC Card into the Card Viewer. When the card is in the Card Viewer the TARGET ANSWERS can be seen. The opponent with the Viewer reads the TOPIC aloud again. The timer is turned over and your team has one minute to provide answers to the TOPIC. Team members are encouraged to yell out answers at the same time (which can really annoy your opponent who is trying to keep score).

Each time one of your team members yells out an answer, the Scorekeeper announces "yes" or "no" depending on whether the answer is among the TARGET ANSWERS on the card. If the Scorekeeper yells out "yes", he/she also slides the button next to that answer over so the markers show. We recommend having two team members help each other in spotting the answers on the card.

When the timer runs out, the Scorekeeper reads aloud the answers that were **not** given. The Scorekeeper then announces the number of correct answers given. Slide your SCORING GLIDE on the score card one space for each correct answer.

**Note:** In the event of a disputed answer, one that is claimed to have been given but wasn't heard by the Scorekeeper – be lenient. Remember... it's a game! Besides, you can always get even later!

Before the round officially ends, determine if any **Bonus Points** have been won. Have one member of the playing team roll both dice. The number on the white 10-sided die represents one of the ten target answers on the card (the "0" stands for #10). The blue die represents the number of Bonus Points available. If the playing team correctly guessed the answer corresponding to the number on the white die, they earn the Bonus Points showing on the blue die. Example: If the white die shows an 8 and the blue die shows a 2, then the playing team earns 2 Bonus Points if they got the number 8 answer correct. If they didn't... toooooo bad!

## PASSING IT

If you do not like the TOPIC read by the M.C. (you may think it's too hard) you may "Pass It." Simply announce, "We'll pass it to the other team" and place one pass chip out of play. Each team is allowed to pass on three topics per game.

The M.C. puts the PASSED TOPIC aside, and pulls out a REPLACEMENT TOPIC, which your team must play immediately. (You cannot pass on a REPLACEMENT TOPIC.)

After your TEAM has completed your REPLACEMENT TOPIC, your opponents will play the TOPIC you PASSED to them. Remember: The other team has the opportunity to consider their answers while your team is playing the REPLACEMENT TOPIC. NOTE: You are not allowed to PASS a topic that was PASSED to you.

## WINNING THE GAME

The first team to score 60 points by reaching finish wins!

### PLAY CHECKLIST

The following checklist is for those of you who have actually read all of the preceding rules. It is not meant to be a substitute for actually reading the complete rules. You may refer to this checklist if you have questions as you begin to play the game.

1. The M.C. selects a TOPIC card and reads the TOPIC printed at the top of the card.
2. The playing team decides whether to "Play It" or "Pass It."
3. If the team passes the topic, it must place one PASSING CHIP out of play. The TOPIC card is then set aside and will be played by the opposing team later. But first the original team must select a REPLACEMENT TOPIC from the game box and play it.
4. The TOPIC card is inserted into the Card Viewer and the timer is turned over. The team now has one minute to provide appropriate answers for the TOPIC.
5. Answers are shouted aloud and markers are moved to the correct TARGET ANSWERS.
6. When the timer runs out, the Scorekeeper adds up the correct responses. One point is awarded for each correct TARGET ANSWER. Bonus Points are awarded if the team has given the bonus TARGET ANSWER.
7. The number on the white 10-sided die is the number of the TARGET ANSWER, which must be given in order to win Bonus Points. The blue 6-sided die indicates the number of Bonus Points being played for.
8. The SCORING GLIDE is moved the appropriate number of spaces on the score card. The first team to score 60 points wins!

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll free). Canadian consumers please write to: Hasbro Canada, P.O. Box 267, Station A, Longueuil, Quebec J4H 3X6.

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