

OUTBURST®

The Game of Verbal Explosions

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rules of play

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!

OUTBURST® is a game of topics. Each card has a TOPIC and 10 TARGET ANSWERS. Each card is printed on both sides (800 topics) 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...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 attempt to guess as many of the TARGET ANSWERS as possible. You receive one point for each TARGET ANSWER you give.

Since there are a number of smaller, but no less important, aspects to the game (such as BONUS POINTS and PASSING), reading the rules completely will make it easier to play and enjoy the game.

preparing to play

Divide into 2 teams. Remove the game components from the box. Each team selects 3 PASS CHIPS and 1 SCORING GLIDE. There are two scoring tracks – one for each team. Begin by attaching a SCORING GLIDE to your side of the scorecard, with the arrowhead on the top surface of the scorecard; slide it to 0 (zero). Unwrap the TOPIC CARDS, and lay one deck in the main well. The M.C. takes the CARD VIEWER and slides all 10 buttons outside to the start position (away from the center of the VIEWER so the check marks don't show).

One member of each team rolls the blue 10-SIDED DIE. The 0 (zero) on this die corresponds to #10. The team with the highest roll starts first.

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

THIS GAME IS UNFAIR!

IT IS POSSIBLE FOR THERE TO BE MORE THAN 10 APPROPRIATE ANSWERS FOR A TOPIC. YOU MAY THINK OF ONE THAT IS NOT ON THE LIST.

TOOOOOOOOOOOO BAD!

TO PARAPHRASE ONE FORMER GOVERNMENT OFFICIAL, "YOU NO MAKKA THE GAME, YOU NO MAKKA THE RULES!"

YOUR GOAL IS TO MATCH THE 10 TARGET ANSWERS THAT ARE ON THE TOPIC CARD. MAYBE YOU'VE GOT A GREAT 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?" Not more than 30 seconds should be given for reaching this decision.

passing – an explanation

When the M.C. announces your team's TOPIC, you may not like it – you may think it is too hard. If you don't like it, you simply announce, "We'll pass it to the other team" and place one pass chip out of play.

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

After your TEAM has completed your REPLACEMENT TOPIC, your opponents will play the TOPIC you PASSED. 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.

continuing play

For example, let's assume your team liked the TOPIC it received and elected to "Play It." The M.C. passes the TOPIC CARD and CARD VIEWER to a member of the opposing team who will serve as scorekeeper. Someone from your team rolls both DICE to determine your bonus possibilities. The number on the 10-SIDED DIE represents one of the numbered "TARGET ANSWERS" on the card. (Remember: 0 represents #10.) For example, if you rolled 5, then happened to give the #5 TARGET ANSWER, you'll receive BONUS POINTS for that round. The number showing on the GREEN DIE represents

the number of BONUS POINTS you are playing for. (It is possible to get only one answer correct out of the 10 TARGET ANSWERS – but in this case if it happens to be the #5 answer, you'd get 1 point plus the BONUS POINTS.)

Now a member of the opposing team places the card with your TOPIC into the CARD VIEWER. When the card is in the VIEWER the TARGET ANSWERS can be seen. The opponent with the VIEWER now reads the TOPIC aloud again. (This assures that the card has been placed in the VIEWER with the correct TOPIC facing out.) The TIMER is turned over and your TEAM has one minute to provide answers to your TOPIC.

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,” then he or she also slides the button over next to that answer so that a check mark appears next to the answer. We recommend having two team members assist each other in spotting the answers on the cards.

When the TIMER runs out, the M.C. takes command (make like Patton!) and immediately asks your score-keeping opponent how many TARGET ANSWERS were identified, and whether you earned your BONUS POINTS. The M.C. takes the total number of points (one point for each check mark, plus any BONUS POINTS) and moves the SCORING GLIDE accordingly. The first team to accumulate 60 points wins. Remember, the TEAM that went second should have a chance to tie.

Now the player with the CARD VIEWER reads aloud the answers that were not correctly identified. Since players tend to get excited and shout out answers at the same time, there will often be an answer that is not marked that the PLAYING TEAM members will adamantly insist they gave. What the hell...it's only a game...give it to them. However, the final decision about the exact nature of a response is up to all of you. If it's just an easy social game, you may want to give points for partial or nearly correct answers. If you want to be tough guys and require exact answers, go ahead. (Hey, we don't care how you fight!)

After the score has been awarded, the buttons are moved back to the start position, and the CARD VIEWER is passed to the other team.

just a few interesting features

TOPICS can be either very broad or very specific. It may be just as hard to come up with 10 ANSWERS when there are only 10 possibilities as it is when there are 30 possibilities. An average score of 5 is quite good.

All team members are encouraged to yell out answers at the same time (this adds to your brainstorming, and annoys the hell out of the opponent keeping score).

Once in a while a team just can't zero in on the direction of a TOPIC. After a few attempts, you may ask the scorekeeper to read the #1 answer to get you started. Obviously, if you accept this clue, you can't get a point for it.

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 which is printed at the top of the card.
2. The PLAYING TEAM decides whether to play the topic or pass it.
3. If the team passes the topic, it must place one PASS CHIP out of play. The TOPIC CARD is then set aside and will later be played by the opposing team. But first the original team must select a REPLACEMENT TOPIC from the game box and play it.
4. Before playing a topic, one team member rolls both DICE. The number on the blue 10-SIDED DIE is the number of the TARGET ANSWER which must be given in order to win BONUS POINTS. The GREEN DIE indicates the number of BONUS POINTS being played for.
5. 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.
6. Answers are shouted aloud and check marks are moved next to the correct "TARGET ANSWERS."
7. When the time 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.
8. The SCORING GLIDE is moved the appropriate number of spaces on the board. The first team to score 60 points wins!

Look for OUTBURST® JUNIOR for kids, and OUTBURST® JUNIOR TRAVEL, for when you're on the go.

We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012, Beverly, MA 01915.



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