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AGES 16+
2 Teams
C0419

OUTBURST®

CONTENTS:
243 cards • card viewer • timer • 6 pass chips • die • score pad

OBJECT

Match as many of the answers listed on the card as you and your team can on specific topics.
Receive one point for each guess that is listed on the card. The first team to reach 60 points wins!

GET READY!

1. Divide into two teams, and sit with your teammates.
2. Go find a pen or pencil. (We'll wait.) Put it with the pad of paper.
3. Both teams get three pass chips.
4. Place the cards on the table.
5. Grab the card viewer, and slide all ten buttons away from the center so the markers don't show.



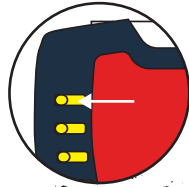
6. Read this to the teams:

This game is unfair! Typically, there are more than 10 answers for a topic. You're definitely going to shout out answers that aren't on the list. Too bad! Your goal is to match the target answers that are on the card. Not listed? Bummer. Keep shouting!

LET'S PLAY!

If you are reading the rules, your team gets to go first. Pass the timer and the card viewer to the other team. Make sure that all ten buttons are away from the center so the markers don't show.

A member of the opposite team should draw the first card from the deck and read the topic out loud. Does your team want to **PLAY IT** or **PASS IT**? You've got 20 seconds to decide.



PLAY IT

If your team decides to play it, the player holding the viewer slides the card in. The target answers can now be seen.

This player rereads the topic out loud to ensure that the correct one is facing forward in the card viewer. Another player from that team should sit next to them to help keep track of the answers as they're shouted out.

Flip over the timer. Start shouting out answers with your team!

Each time an answer is shouted out, the player holding the card viewer says, "YES" if it's on the card and immediately slides the appropriate marker to score it or "NOT ON THE CARD" if it's not.



OR

PASS IT

If your team does not want to play the topic for whatever reason, put one pass chip in the middle of the play area. The player reading the topic puts the card to the side and reads the topic on the next card. Your team **MUST** play this card.

Flip over the timer. Start shouting out answers with your team!

Note: Only one pass chip can be used per turn. You only get three pass chips for the entire game, so use them wisely.

Once the replacement card has been played and the score has been tallied, including any bonus points, the opposite team **MUST** play the card that your team passed on.

Note: A pass chip can **NOT** be used on a passed card. But don't forget, the other team had a chance to think over the topic while your team played.

SCORING

Before resetting the card reader, each remaining answer **MUST** be read out loud. Partly because it's fun to watch the players groan when they hear an answer they should have remembered. But also because sometimes a player will hear an answer that they actually did shout out and insist they get credit for it. When this happens, be a good sport and slide over the marker to score it.

Each correctly guessed answer is worth one point. Tally them up and add them to the score pad.

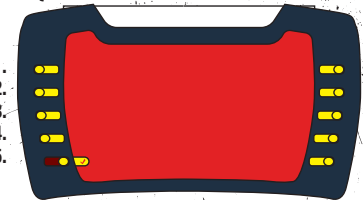
BONUS POINTS

Once all of the answers have been confirmed and checked off, roll the die. The numbers on the die represent the target answers on the card. If the answer that matches the number on the die is checked off, you'll earn three bonus points.

Example:

Let's say you rolled a 5 on the die. Because the answer in the fifth slot **WAS** guessed, your team earns three bonus points. If you rolled a 5 on the die but the answer in the fifth slot was **NOT** guessed, your team is awarded **NO** bonus points. Whomp, whomp, whomp. Bonus points are only earned if the number on the die matches a guessed answer.

Note: The "0" on the die represents "10."



GAMEPLAY CONTINUES

It's now the other team's turn. Someone on your team should take the card viewer and read the card topic (without putting the card into the viewer). The other team has the opportunity to **PASS IT** or **PLAY IT**. Play continues as above.

Note: Remember that if your team passed on the card, they **MUST** play it.

WINNING

The first team to earn 60 points wins!

TIPS

Topics can be either very broad or very specific. It could be just as hard to come up with the ten correct answers when there are only ten as when there are 30 possibilities.

All team members should be yelling out answers together to help get the ideas flowing. It annoys the player holding the card viewer too.

If a team absolutely needs a hint, the #1 answer can be read by the person holding the card viewer. Obviously, you cannot get a point for this clue.