



OUTBURST[®]

Bible Edition

Rules of Play

OUTBURST[®] BIBLE EDITION 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[®] BIBLE EDITION is played in teams. No matter how many people are playing, divide the Players into two teams. Teams should sit together.

Because OUTBURST[®] BIBLE EDITION 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.

The basic concept is for you and your team to call out as many of the TARGET ANSWERS as possible. Your team receives one point for each TARGET ANSWER given.

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 much 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 PAWN. The M.C. places both teams' SCORING PAWN on the space marked START on the game board. The M.C. takes the CARD VIEWER. One member of each team rolls the 10-sided DIE. The team with the highest roll plays first.

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

THIS GAME IS UNFAIR! THERE MAY BE MORE THAN 10 APPROPRIATE ANSWERS FOR A TOPIC. YOU MAY THINK OF ONE THAT IS NOT ON THE LIST. TOOOOOOO BAD!

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 the first TOPIC CARD. The M.C. is also a PLAYER on one of the TEAMS. 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. He 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, returning it to the appropriate storage well.

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 — Your team can pass up to 3 times per game. You are not allowed to PASS a TOPIC that was PASSED to you.

Continuing Play

Let's assume, for example, your team liked the TOPIC it received and elected to "Play It."

The M.C. passes the TOPIC CARD, TIMER and CARD VIEWER to a member of the opposing team who will serve as SCORE-KEEPER.

Someone from your team rolls both dice to determine your bonus possibilities. The number rolled on the 10-sided DIE represents one of the numbered "TARGET ANSWERS" on the card. For example, if you rolled a 7, then happened to give the number 7 TARGET ANSWER, you'll receive BONUS POINTS for that

A Few Interesting Features

round. The number showing on the 6-sided DIE represents the number of BONUS POINTS (1, 2 or 3) 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 number 7 answer, you'd get the BONUS POINTS.)

Now the SCOREKEEPER places the card with your TOPIC into the CARD VIEWER. When the card is in the VIEWER the TARGET ANSWERS can be seen. The SCOREKEEPER now reads the TOPIC aloud again (this assures that the card has been placed in the VIEWER with the correct TOPIC facing out). The SCOREKEEPER moves the MARKING SLIDERS so that all of the CHECKMARKS are covered. The TIMER is now turned over, and your TEAM has one minute to call out answers for your TOPIC.

Each time one of your team members calls 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 also shifts the appropriate MARKING SLIDE exposing the checkmark that designates a correct answer. We recommend having a second player also from the opposing team to assist the SCOREKEEPER in spotting the answers on the card.

When the TIMER runs out, the M.C. takes command. The M.C. immediately asks your scorekeeping opponents how many TARGET ANSWERS have checkmarks showing, and whether you earned your BONUS POINTS. Your team scores one point for each checkmark, plus any BONUS POINTS.

Example: At the beginning of the round Team 1 rolled a 7 with the 10-sided die and a 2 with the 6-sided die. If Team 1 calls out answer number 7 during play it's worth 2 additional points. During the round Team 1 in fact called out 4 correct answers including answer number 7. They receive 4 points for the checks and 2 bonus points for a total of 6 points. In other words, answer 7 was actually worth 3 points that round. The M.C. moves your team's SCORING PAWN that number of spaces (6 in this case) along the path on the game board.

The first team to reach the FINISH (50 points) wins. Remember that 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 checked off. Since players tend to get excited and shout out answers at the same time, there will often be an answer that is not checked off that the PLAYING TEAM members will adamantly insist they gave. 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.

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 thirty 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 SCOREKEEPER).

Occasionally 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.

If you have questions or comments
about this game you are
invited to contact us at:

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