

Advanced Play Options

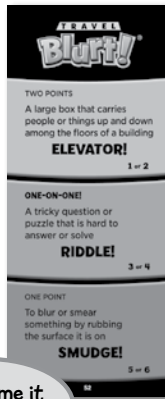
Hold That Thought

In this game-play version, you can only blurt once. If you blurt the wrong answer, you are eliminated until another clue is read. So blurt fast, but blurt carefully. Anything blurted by mistake can help opposing players.

Name That Word

At the Reader's discretion, he or she may announce a "Name That Word" round. This challenging special round gives players an opportunity to guess a word from a specified number of words in its clue.

1. Reader tells players the number of words in the clue. For example, there are 17 words in the clue for *elevator*.
2. Players bid the number of words in which they think they can identify the word.



I can name it in 13 words!

I can name it in 10 words!

I can name it in 8 words!

3. The player or team that bids the lowest number of words wins the opportunity to guess the word. Only that player or team may guess.
4. The Reader reads only the number of words in the clue bid by the player or team. (8)
5. If the player or team blurts the word correctly, they move ahead two spaces. If they miss it, they move back two spaces.

The Reader may not call a "Name That Word" round on a card with a One-on-One challenge presented on it.

Want more Blurt!?

Enjoy hours of challenging Blurt! fun with our popular (over a million copies sold) board game version (EI-2917). With 300 cards and 1800 questions, it's a ton of word-blabbing fun! PLUS, it includes a junior version of the game for children ages 7 to 9 years old.



WARNING:
CHOKING HAZARD—Small parts. Not for children under three (3) years.
MAGNETS: This product contains (a) small magnet(s). Swallowed magnets can stick together across intestines causing serious infections and death. Seek immediate medical attention if magnet(s) are swallowed or inhaled.



RISQUE D'ÉTOUFFEMENT. Petites pièces. Interdit aux enfants en dessous de 3 ans.
ERSTICKUNGSGEFAHR. Kleine Teile. Nicht geeignet für Kinder unter 3 Jahren.
PELIGRO. No conveniente para niños menores de 3 años por ser susceptible de producir piezas pequeñas que pueden ser ingeridas.



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EI-2913
Ages 10+

Think fast, but think smart, to win this fun, fast-paced game of rapid word recall!

Includes:

- 75 Double-sided word cards (450 clues) with 2 levels of difficulty
- Card holder
- Scoreboard (printed inside lid)
- 4 Magnetic player pieces
- Instructions

Object of the Game

Be the first player or team to reach 12 points. Points are earned by being first to blurt out the correct word after hearing its definition or "clue."

Setup

1. Players or teams choose a player piece and place it on the scoreboard.
2. Choose a player to be the Reader. The Reader's responsibility is to read the clue on a Blurt! card and judge which player answered correctly first. There is a new Reader each turn. In team play, the Reader's teammates DO NOT answer but act as judges along with the Reader.
3. Decide which side of the cards to use. The side with the stars has easier questions.

What are those numbers on the cards?

The numbers (1 or 2, 3 or 4, 5 or 6) are used in the board game version of Blurt! (EI-2917) available from Educational Insights. The board version of Blurt! has 300 cards and 1800 questions. Travel Blurt cards can be used as an add-on pack to the 300 cards included in the game. For more information, see the back of this guide.

Playing the Game

1. The Reader slides a card out of the DRAW end of the card holder, just until the point value of the first word is revealed, and reads the number of points. The Reader then continues to slide the card out and reads the clue aloud.
2. Players blurt out the word they think the clue defines. Players may blurt multiple times. There is no penalty for wrong answers.



pass

dribble

shoot

3. The first player or team to blurt the correct word moves ahead on the scoreboard the number of points specified on the card. Note: All players start the game with one point.

4. Pass the card holder clockwise to the next player or team to become the new Reader.
5. When all three clues on a card have been read, place the card at the DISCARD end of the card holder.

The Winner

The first player or team to reach 12 points is the winner.

Who decides who blurted first?

In individual play, the Reader judges who answered correctly first. In team play, the Reader's teammates DO NOT answer, but help the Reader decide who blurted correctly first.

“That’s not fair!”

When in doubt as to who blurted the correct answer word first, read another clue!

What if it’s a tie?

If two players or teams answered at the same time, another clue is read ONLY to those who tied. The Reader or the Reader and teammates judge the winner.

“We give up!”

If no one answers correctly, the card box is passed clockwise to a new Reader who reads a new clue.

One-on-One Challenges

Some clues are special “One-on-One” challenges. When a Reader sees this designation for a clue, he or she announces it to the players. The player or team to the left of the Reader then initiates a One-on-One with another player or team. A One-on-One pits two players or teams against each other in a race to blurt the correct word first. Other players or teams do not participate, but help to judge the winner. A One-on-One is worth two points!

If the challenger blurts correctly first, then he or she moves his or her marker two spaces ahead on the scoreboard. The player who was challenged moves his or her marker two spaces back on the scoreboard. If your position on the board does not allow you to move back two spaces after a One-on-One, move back to the one-point space.

If the player who has been challenged blurts correctly first, then both players remain where they were.

One-on-One Rules

- Players or teams may only initiate a One-on-One with a player or team who is ahead of them in the game.
- A One-on-One is canceled if the player or team to the left of the Reader is ahead in the game. If this occurs, the clue is read, and regular game play continues. The clue is worth one point.
- If the Reader is involved in a One-on-One, a neutral Reader must be chosen to read the clue. (Even though a neutral Reader is chosen, the order in which the next player or team becomes the Reader remains the same.)